

Episode 01

THE ENCHIRIDION

Sc.

Pnl.

cg.

lay right

Sc.

Pnl.

Bg.

lay right

ADVENTURE
TIME

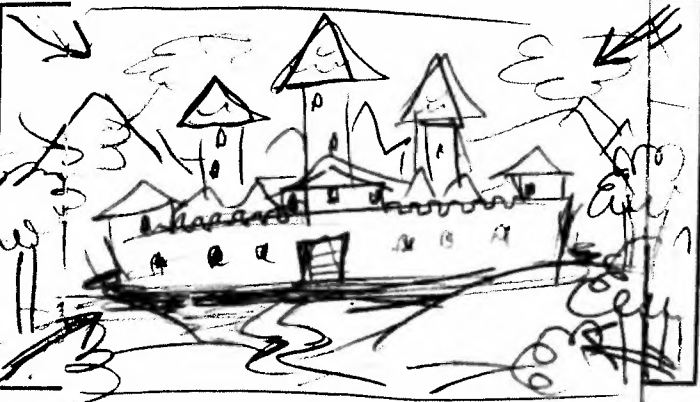
Episode 01
The
Enchirideon

Dialog:

Action:

Timing:

Sc.



Dialog:

(CROWD: walla)

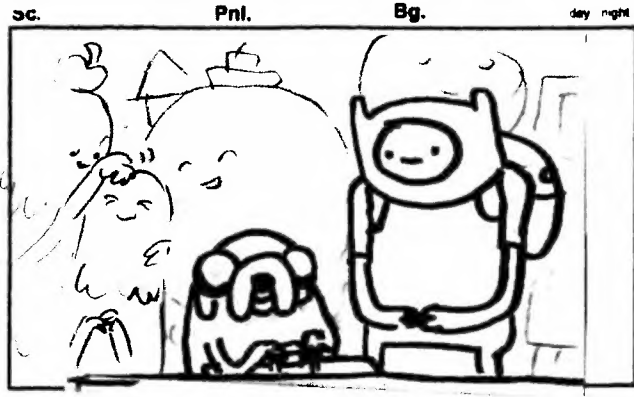
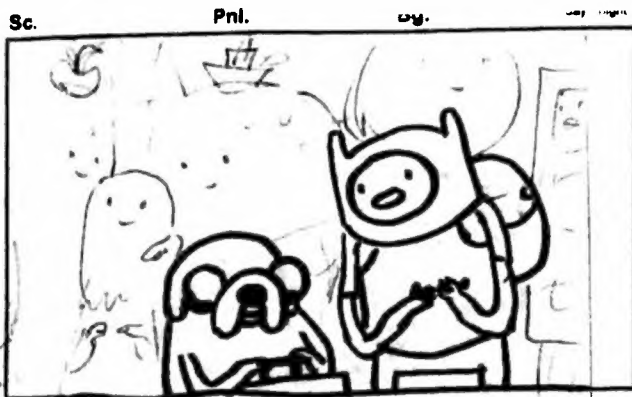
Action:

Timing:

Sc.



(CROWD walla)

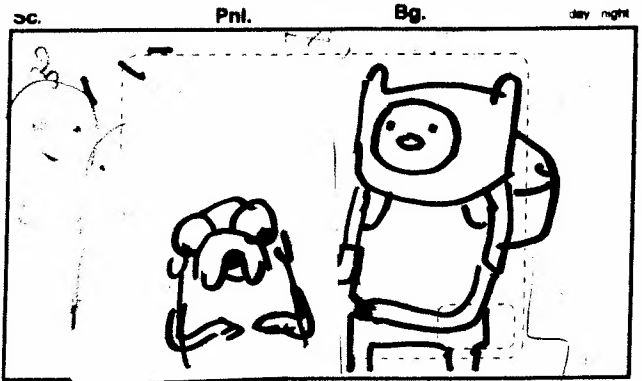
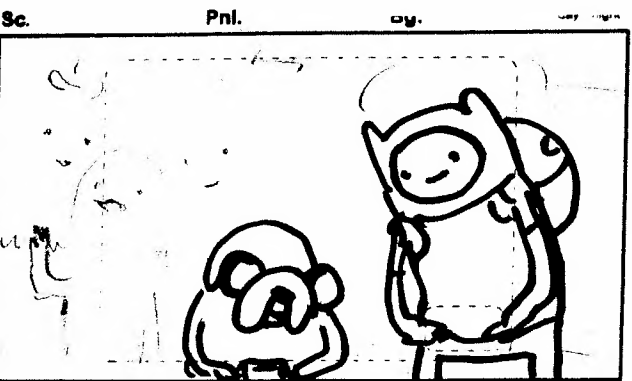


Dialog:
F: *sigh* Jake, I'm
so excited for this candy
party.

Action:

Timing:

J: me too Fin.

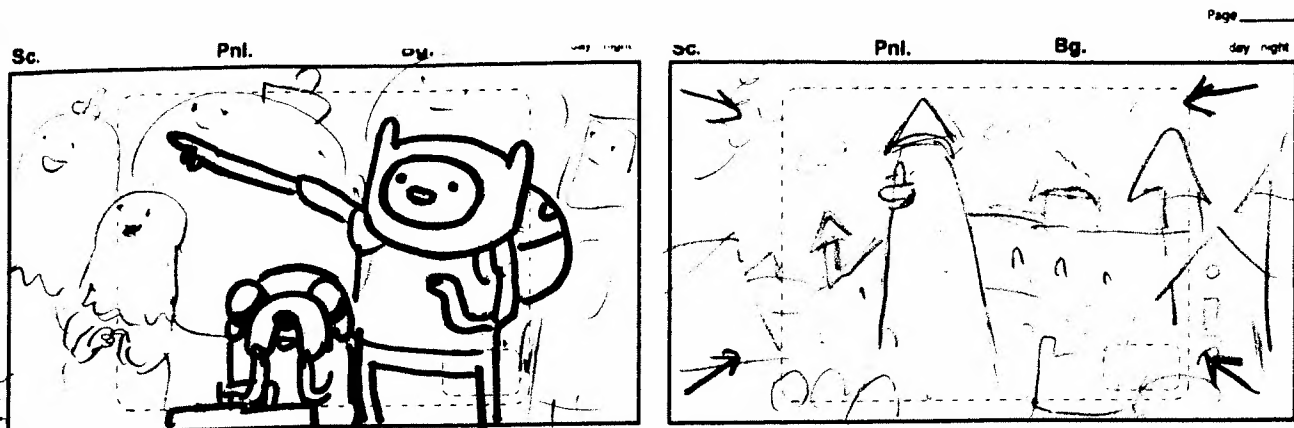


Dialog:
J: candy people
parties are hands
down, the best
parties in the
history of havin a
really nice time at a
party.

Action:

Timing:

trumpet toots



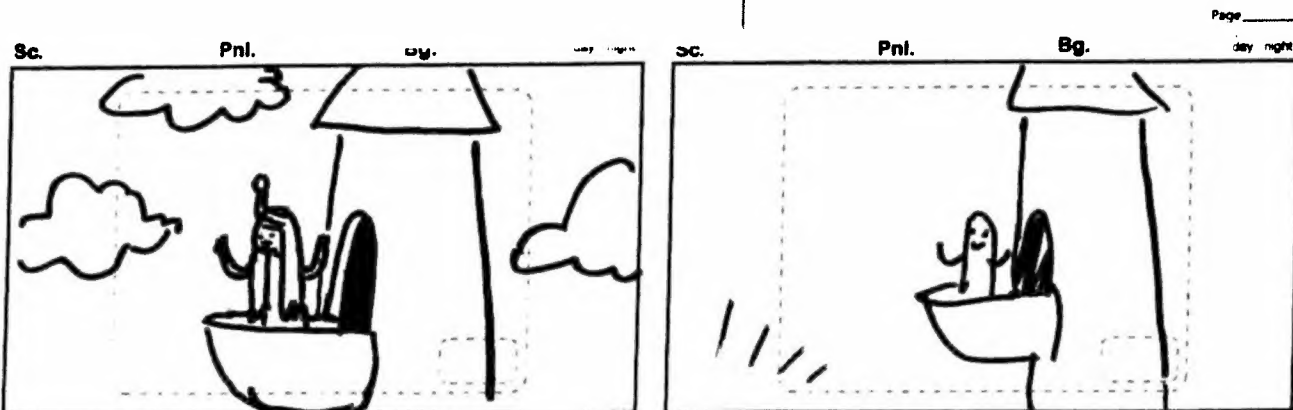
Dialog:

F: Look! It's Princess Bubblegum!!

Action:

Timing:

(camera trucks in
on princess bubblegum's
high in the sky
(candy tower))

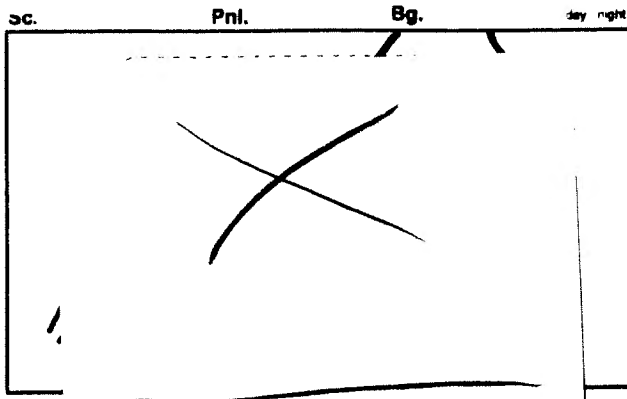
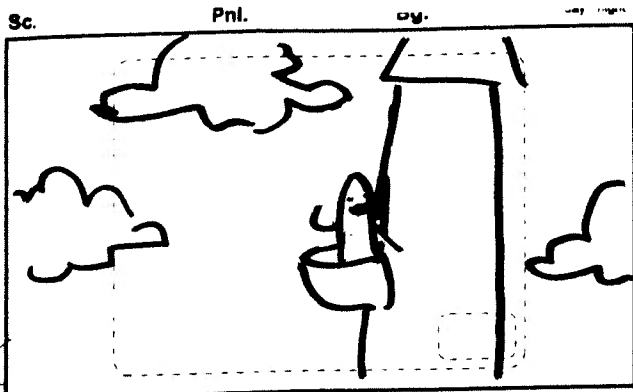


Dialog:

PB: My Dear Candy Kingdom
This Day
~~FORGET~~ WE Dance
in celebration of
being too sweet
for our own good!

Candy Kingdom: "HURAH!"

(everyone cheers)

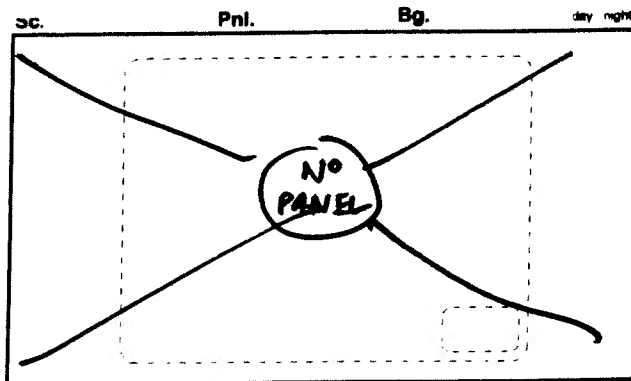
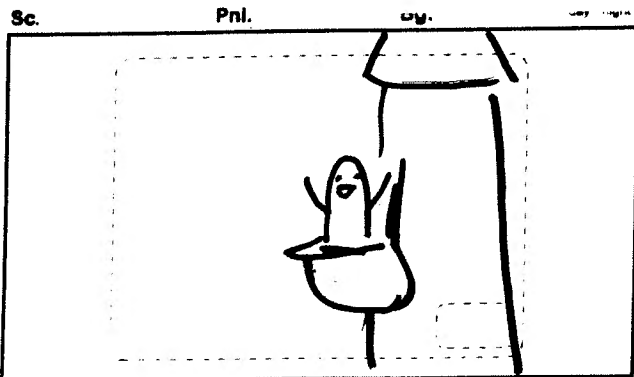


Dialog:

PB: "sir Jake the Dog!
and Sir Fin the Human!"

Action:

1



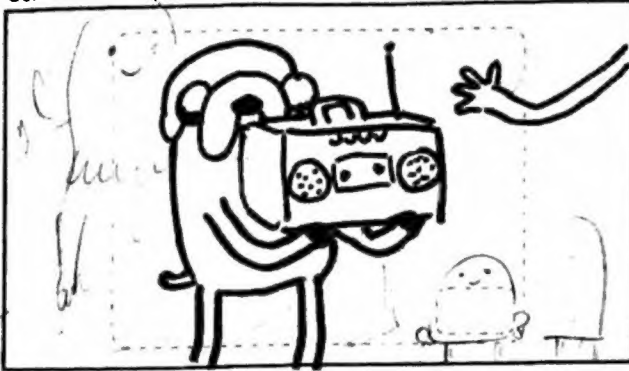
Dialog:

PB: "let the wiggling
commence!"

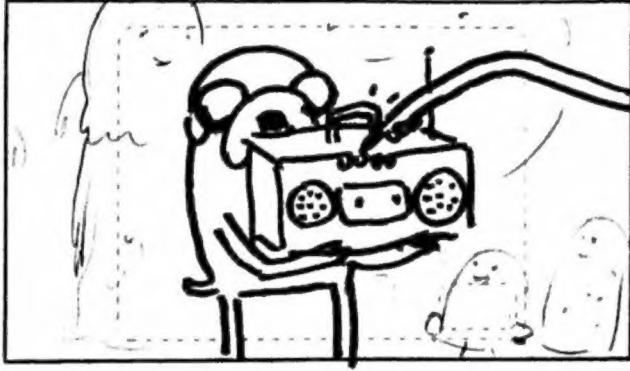
Action:

Timing:

Sc. Pnl. ay. day night



Sc. Pnl. Bg. day night



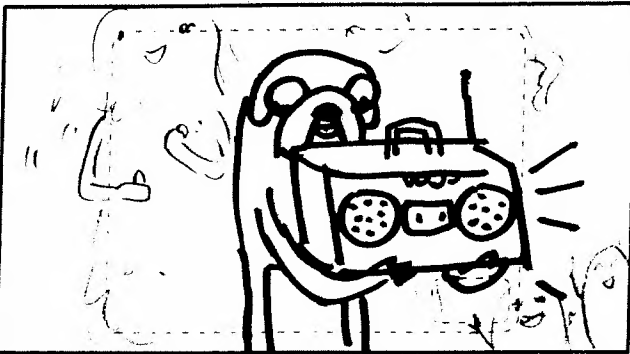
Dialog:

click

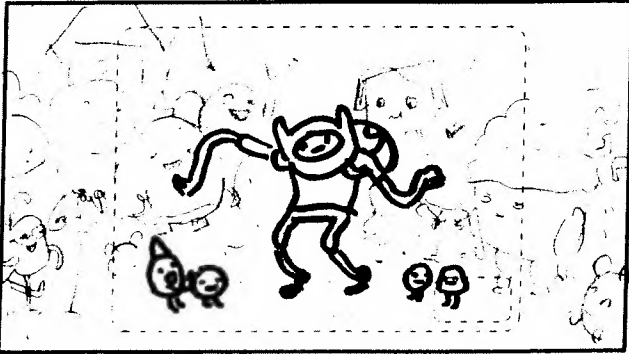
Action:

Timing:

Sc. Pnl. ay. day night



Sc. Pnl. Bg. day night



Dialog:

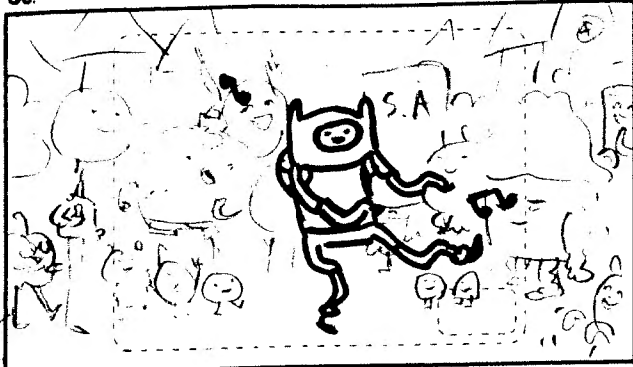
J: Yeah man, go for it.

"music"

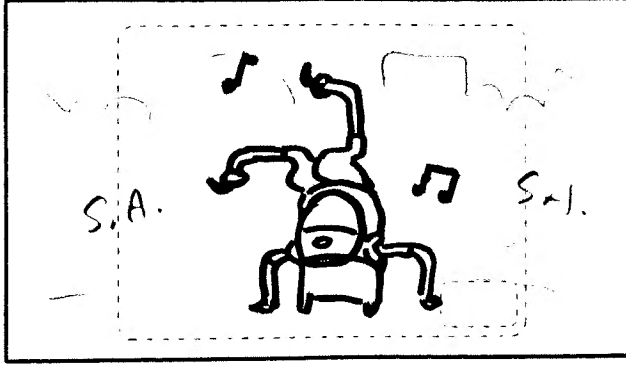
Action:

Timing:

Sc. Pnl. ay. day night



Sc. Pnl. Bg. day night



Dialog:

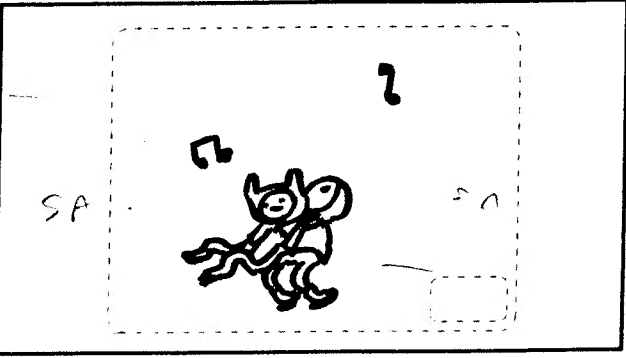
Action:

Timing:

Sc. Pnl. ay. day night



Sc. Pnl. Bg. day night



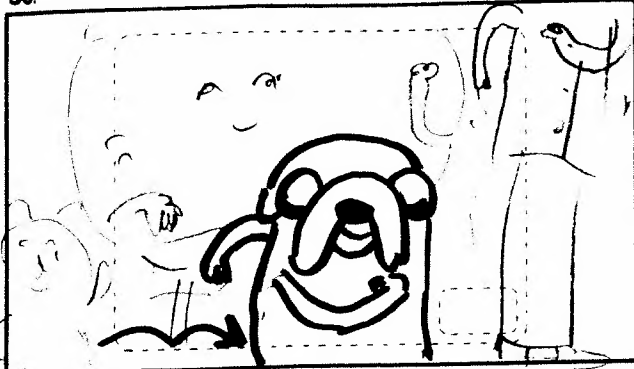
Dialog:

Action:

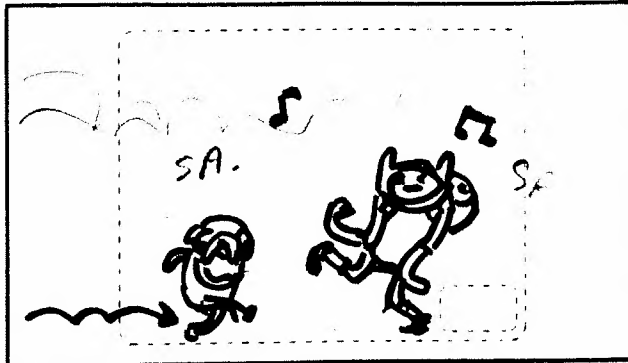
Timing:

F: Jake! come dance with me!

Sc. Pnl. Wg. day night



Sc. Pnl. Bg. day night



Dialog:

S: hsha! ok!

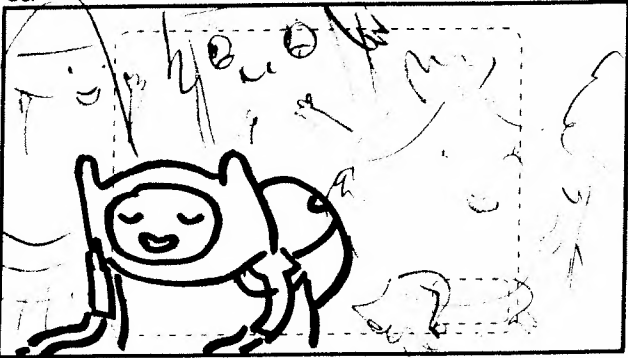
Action:

Timing:

Sc. Pnl. Wg. day night



Sc. Pnl. Bg. day night

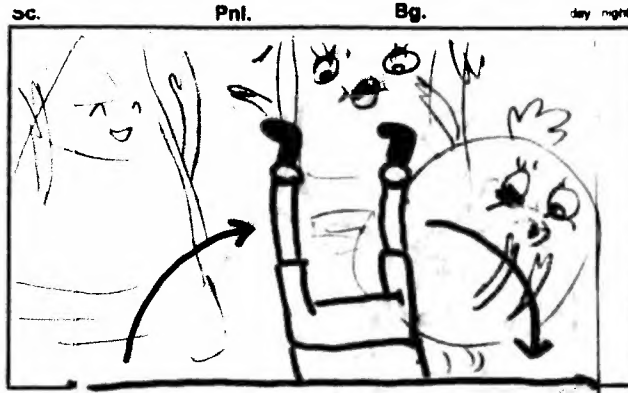
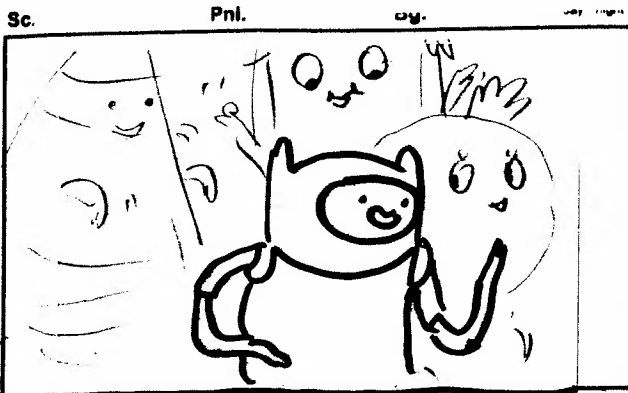


Dialog:

F: haha... pretty good man..

Action:

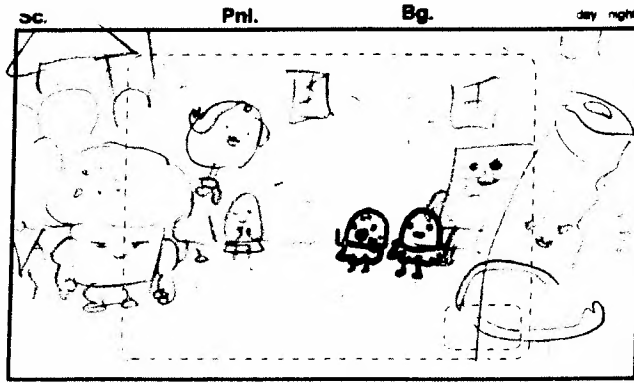
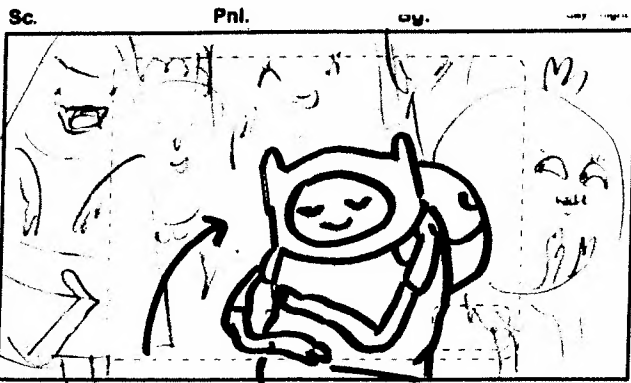
Timing:



Dialog:
F: I'm gonna do a
flip. Watch out every
body!

Action:

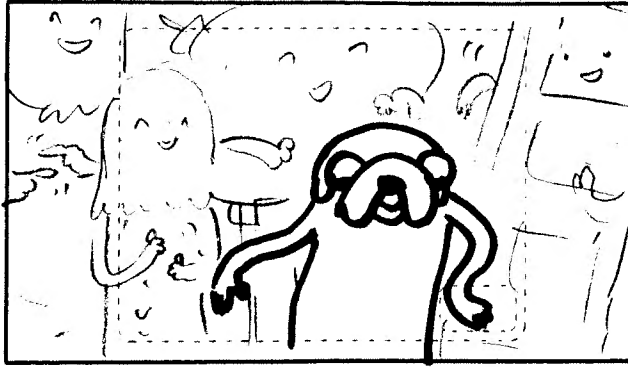
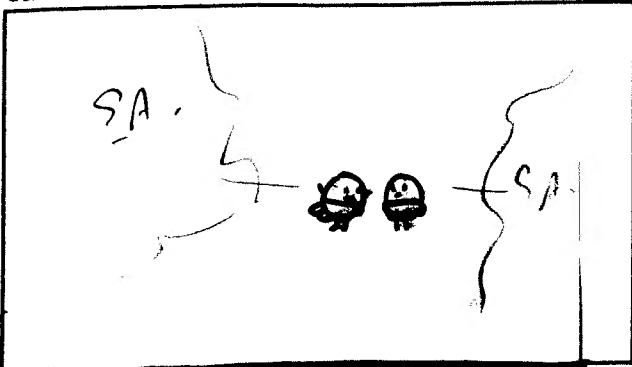
Timing:



Dialog:
6L#1 Wooooo!
(gumdrop lass)

Action:

Timing:

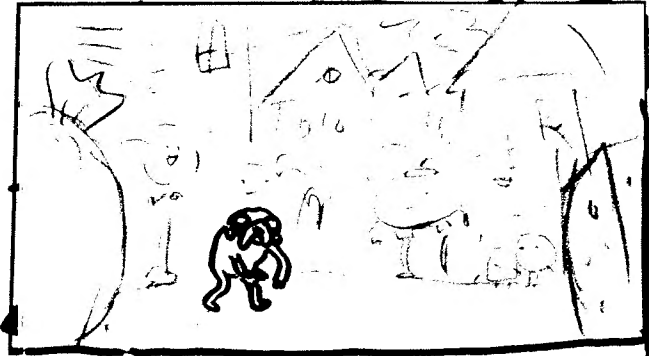
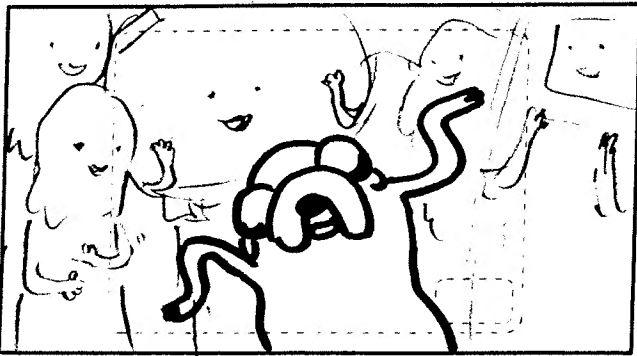


Dialog:
 GL#1 Fin is so cute!
 GL#2 Mmmhmm!

J: hahs! Alright dude...

Action:

Timing:



Dialog:
 J: Stand back!

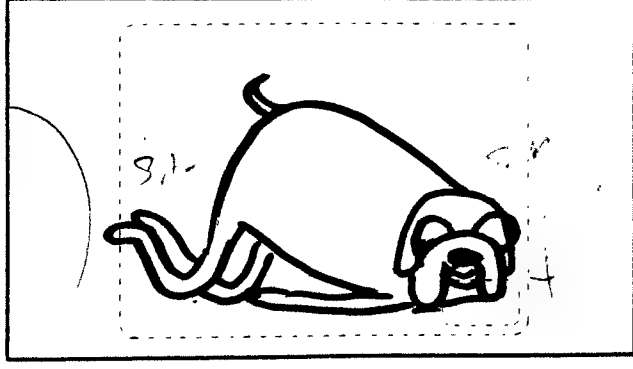
Action:

Timing:

Sc. Pnl. Pg. day night



Sc. Pnl. Bg. day night



Dialog:

J: ROAR!

Action:

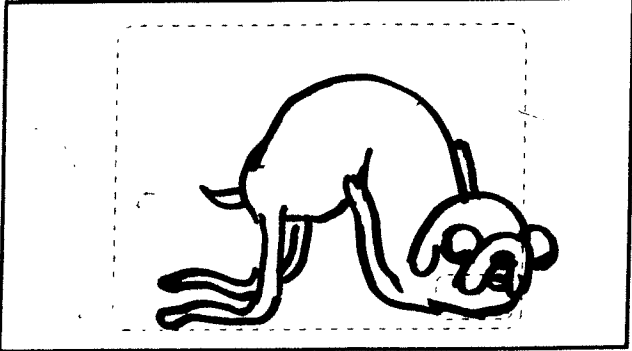
(Does the worm)

Timing:

Sc. Pnl. Pg. day night



Sc. Pnl. Bg. day night

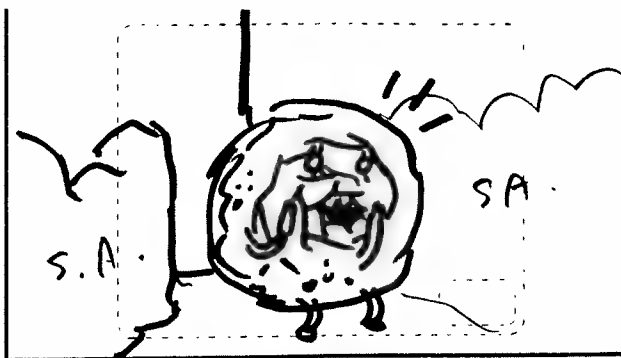
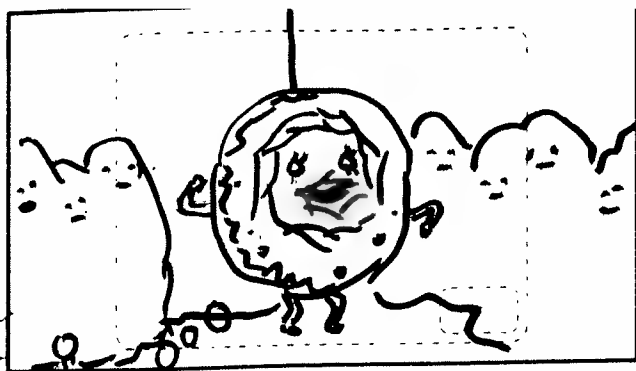


Dialog:

J: BARK! BARK!

Action:

Timing:



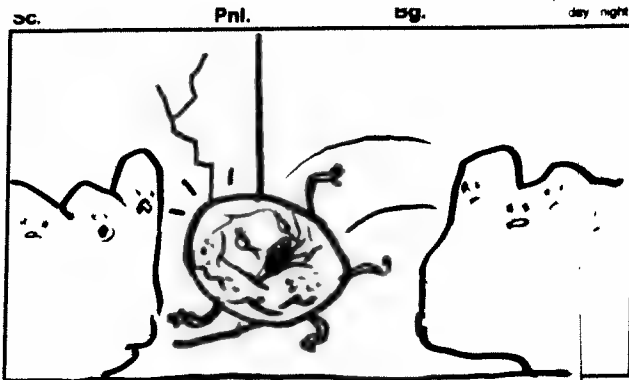
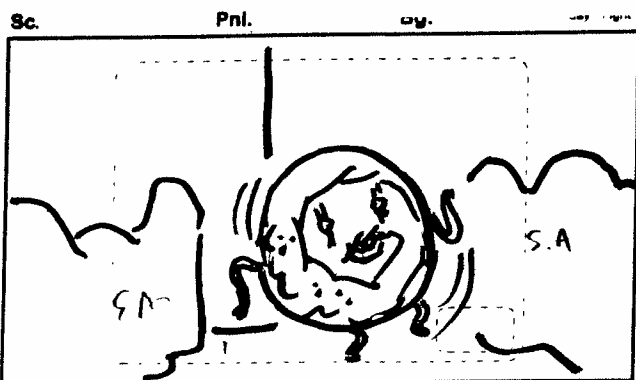
Dialog:

Cinnamen: haha haha haha!

c: Now watch me! Guys!

Action:

Timing:



Dialog:

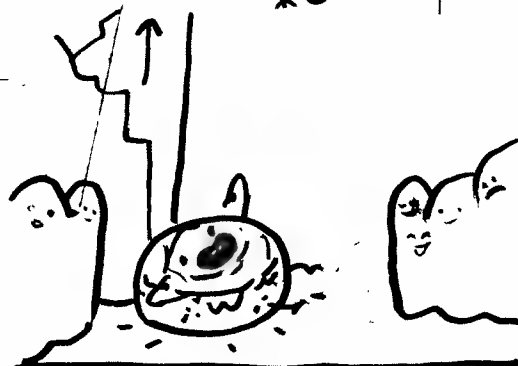
c: ah huh huh huh!

c: Oh No!

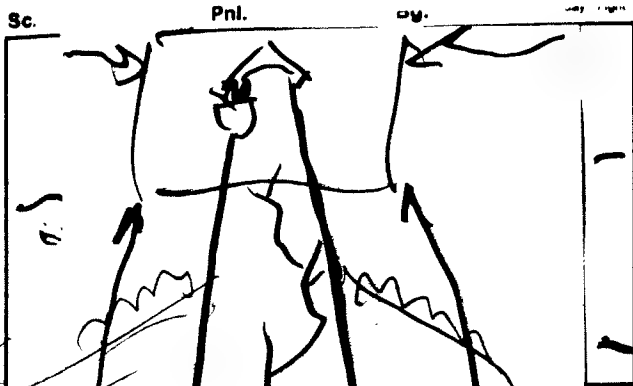
Action:

Timing:

CRACK!
CRACK
CRACK



c: Whoops!

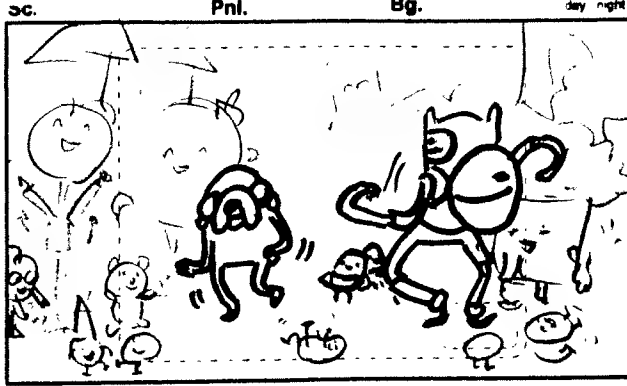


Dialog:

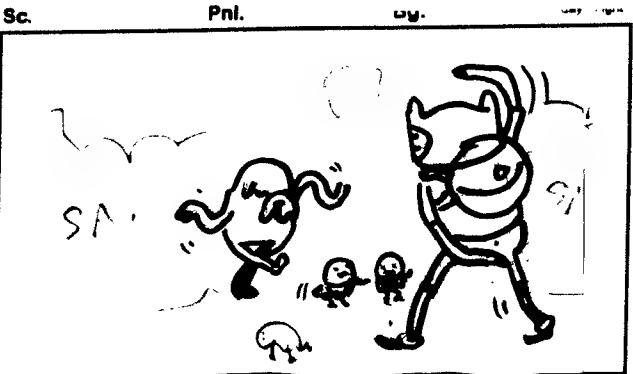
Action:

(crack goes up wall.)

Timing:



Take: oh man! this party
is getting CRAZY!

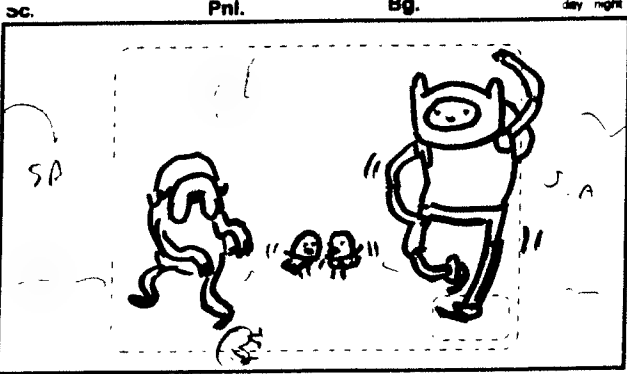


Dialog:

gumdrop / so fin, do you
gal 1 / have a girlfriend?

Action:

Timing:



gumdrop / oh my gosh
gal 2 / I can't believe you just said
that.

(indistance) "heelllp!"
"heelllp!"

Sc.

Pnl.

cg.

day night

Sc.

Pnl.

Bg.

day night

Dialog:

F: Uhh..

Action:

Timing:

faint: "hheeellllp!"

Sc.

Pnl.

cg.

day night

Sc.

Pnl.

Bg.

day night

Dialog:

gum drop : well, Fin?

Gal #1

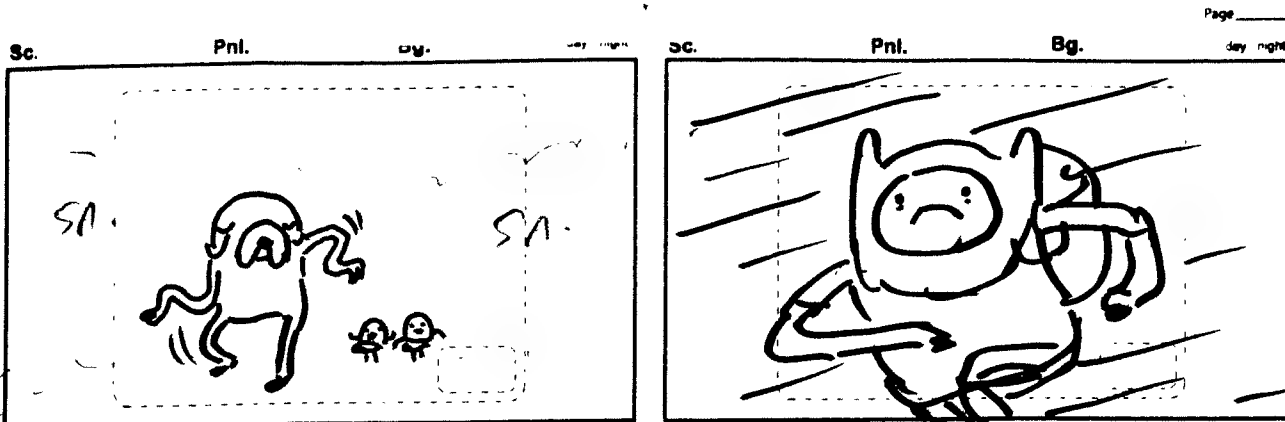
Action:

Timing:

OUT

F: Someone's in trouble!!

Fin bolts out of shot.



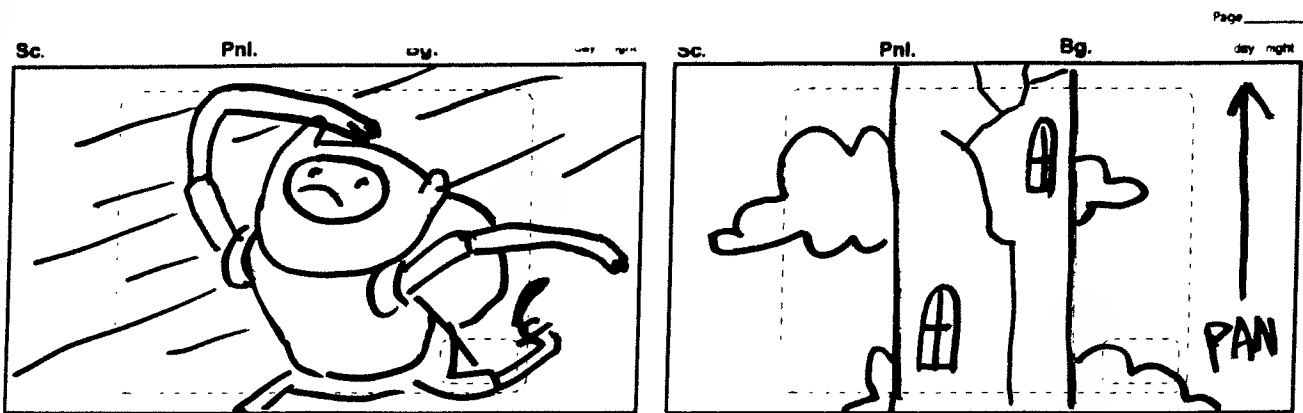
Dialog:

gg: oh poo!

Action:

(Fin is off!)

Timing:



Dialog:

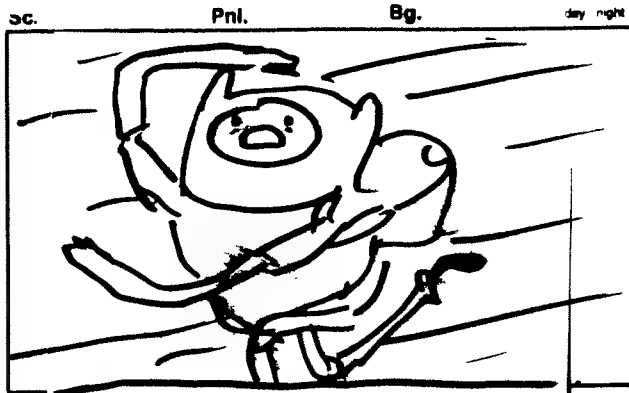
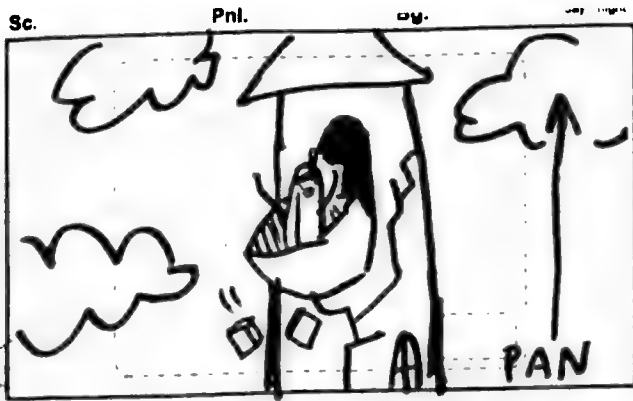
the crack is

Action:

the searches for moving up the tower

Timing:

the source of the yell.)



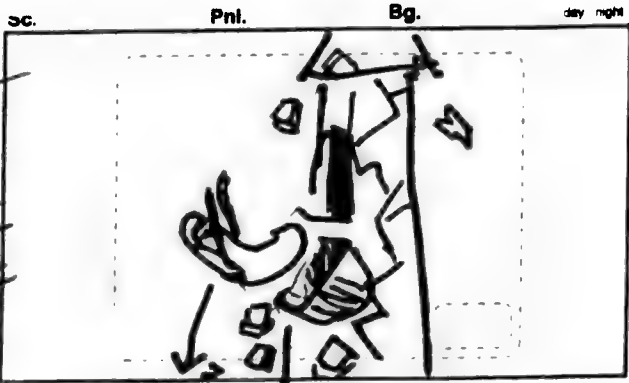
Dialog:

PB: "heeeeelp!"

Action:

(the tower is crumbling.. princess
Bubblegum is
in danger!)

Timing:



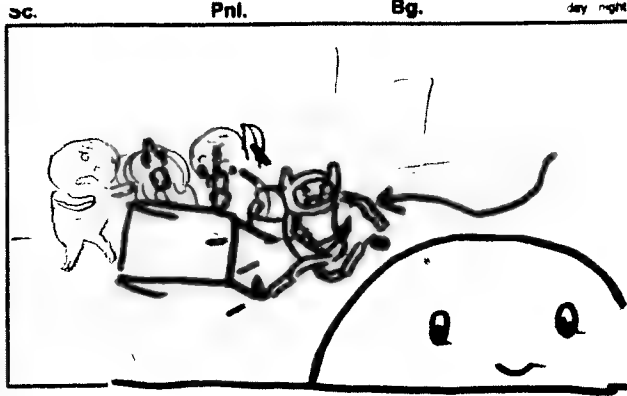
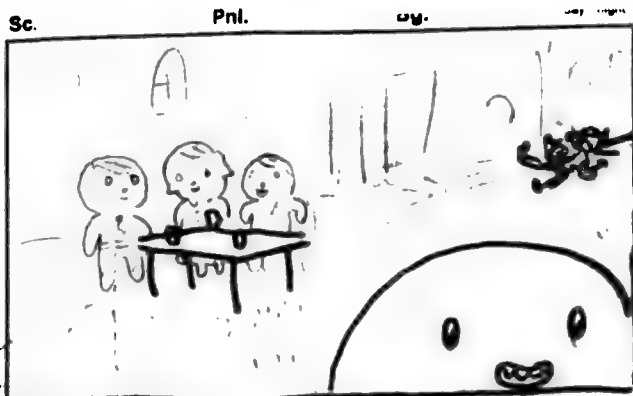
Dialog:

(FIN RUNS FASTER.)

PB: "AAA!"

Action:

Timing:



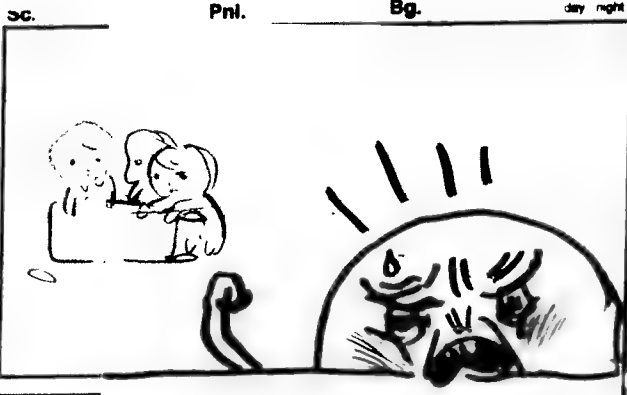
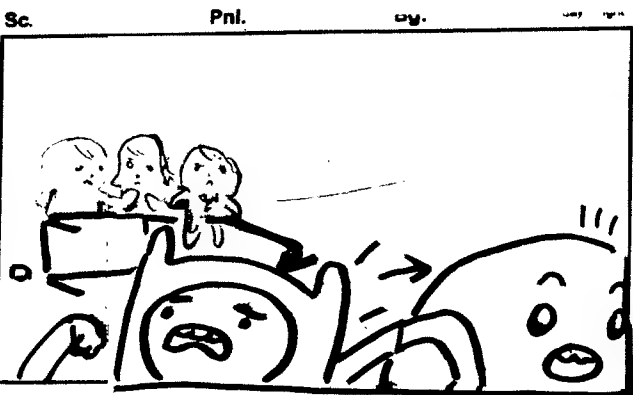
Dialog:

Fin: "eh eh"

Action:

Timing:

gingerbread men "Hey man!"
"watch it!"



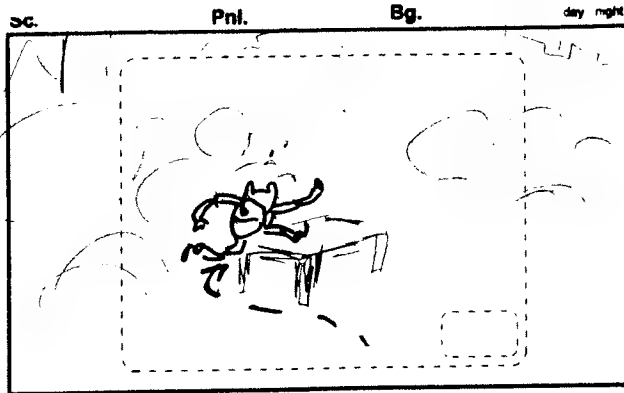
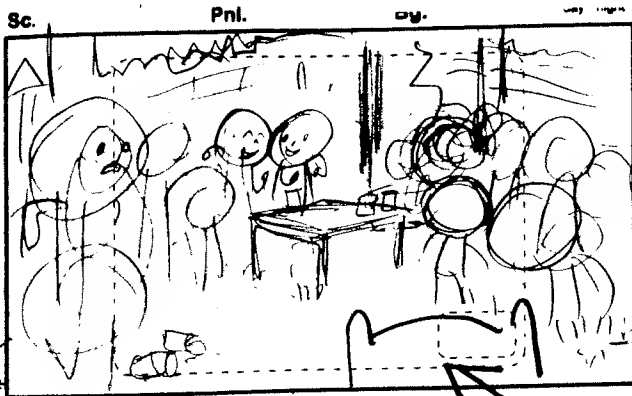
Dialog:

Candy: "Hey!"
man

cm: WATCH WHERE
YOU'RE GOING!!!

Action:

Timing:



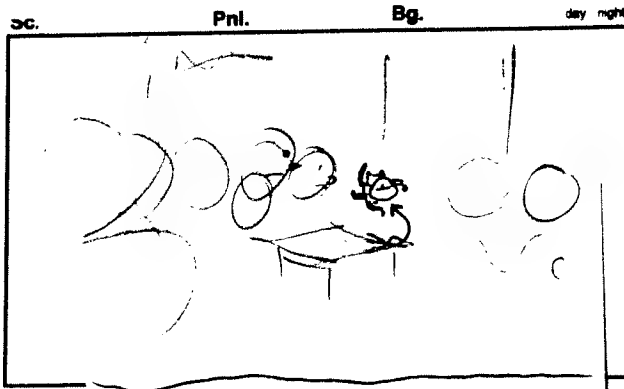
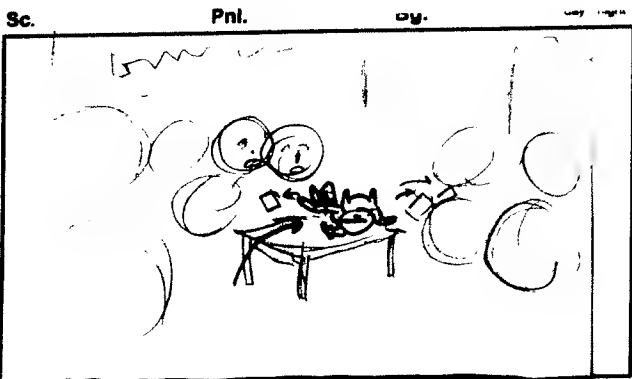
Dialog:

IN

Fin: "Excuse me!!"

Action:

Timing:



Dialog:

Action:

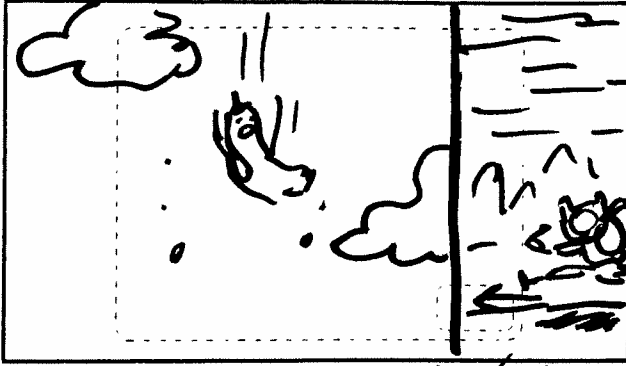
Timing:

(Fin slides over a table)

Sc. Pnl. day night



Sc. Pnl. Bg. day night



Dialog: _____

Action: _____

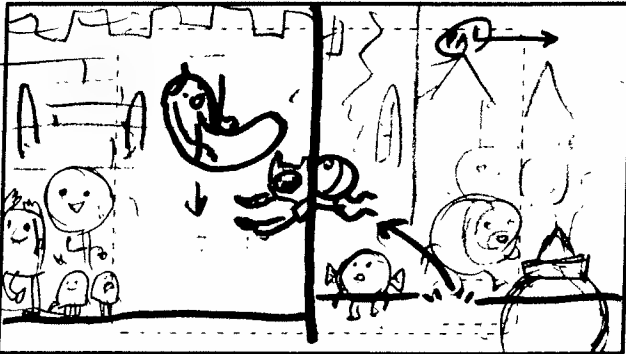
Timing: _____

← (Split Screen
Enters from Right)

Sc. Pnl. day night



Sc. Pnl. Bg. day night



Dialog: _____

(Split Screen stops)

PAN down stops

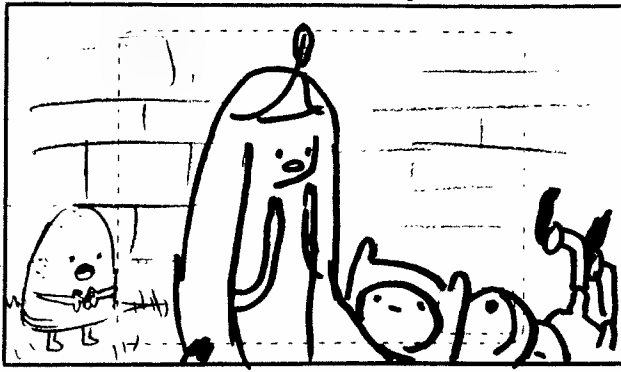
Action: _____

Timing: _____

Sc. Pnl. Wg. day night



Sc. Pnl. Bg. day night



Dialog: (GPL it Screens Link up, and line disappears)

PB: FIN!...

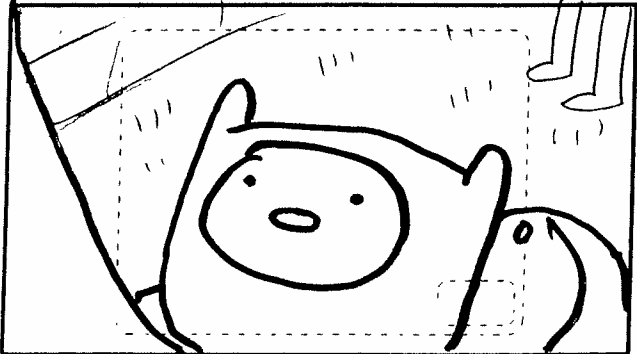
Action:

Timing:

Sc. Pnl. Wg. day night



Sc. Pnl. Bg. day night

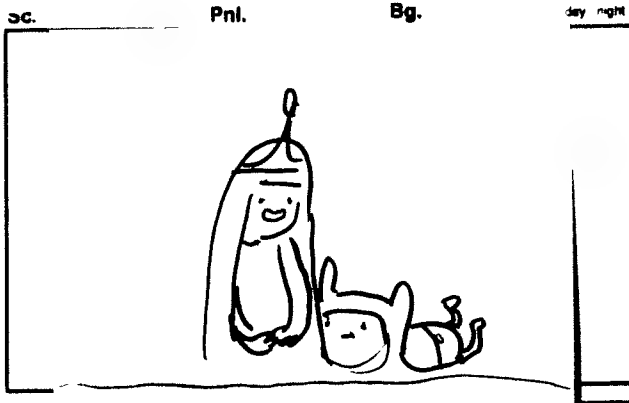
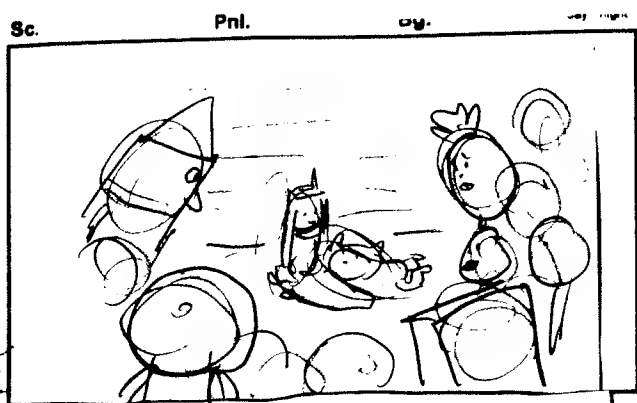


Dialog: PB: thank you for catching me.

F: Yup.

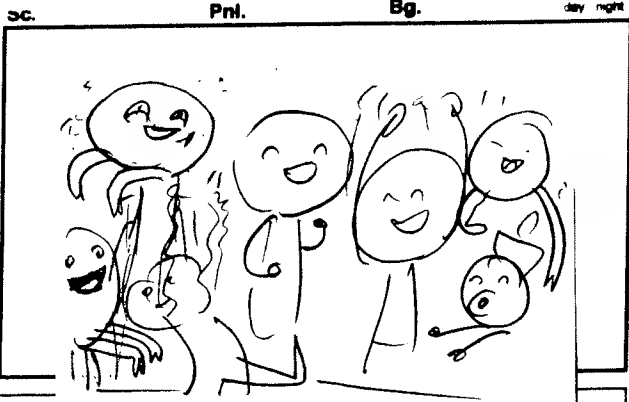
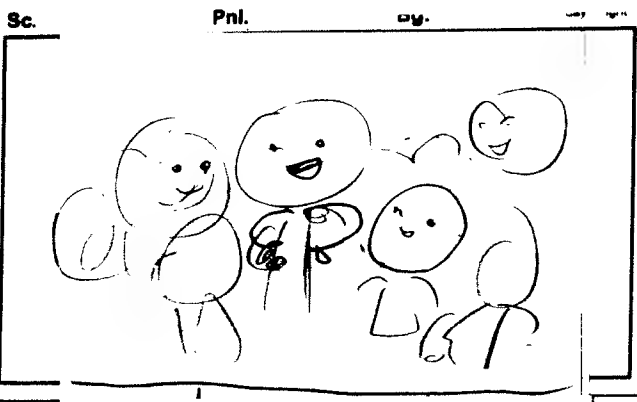
Action:

Timing:



Dialog:
 Candy: Princess are you okay?
 people: Princess!
 Action:
 are you alright?
 Timing:
 what happened?
 Princess! Princess!?

PB: I'm fine, thank
 you everyone. Fin ~~was~~ saved me.

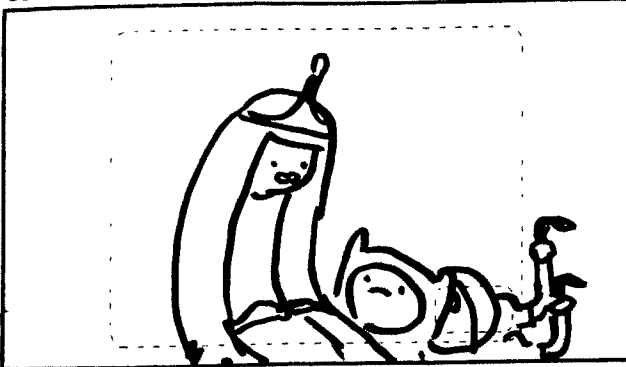


Dialog:
 CP: wow Fin!
 Everybody dance for
 Fin!
 Action:
 Timing:

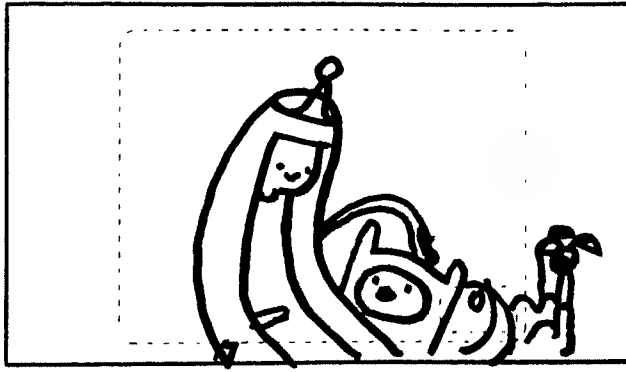
CP: woo woo woo



Sc. Pnl. ay. day night



Sc. Pnl. Bg. day night



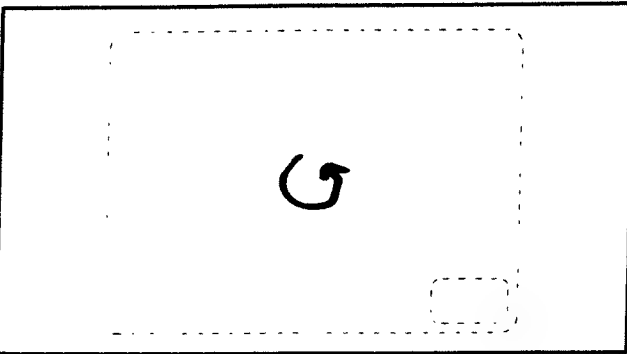
Dialog:
PB: ~~now~~ let's go ~~back~~
in my castle. I have a quiet
story to tell you.

Fin: ...well.. ok.

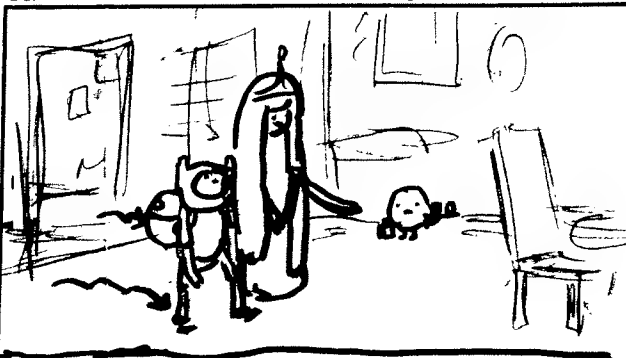
Action:

Timing:

Sc. Pnl. ay. day night



Sc. Pnl. Bg. day night

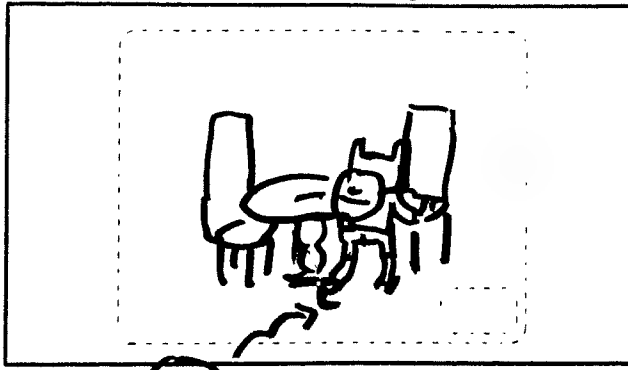
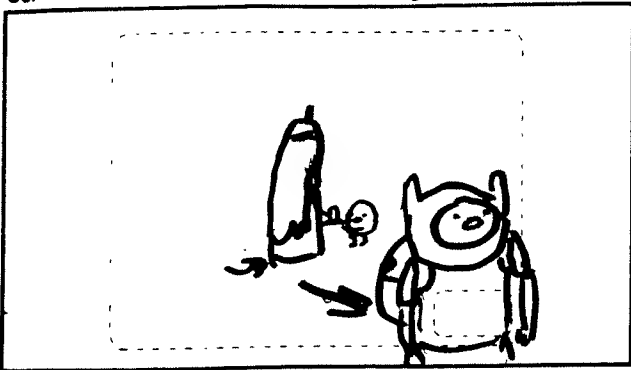


Dialog:

PB: take a seat
over there.

Action:

Timing:

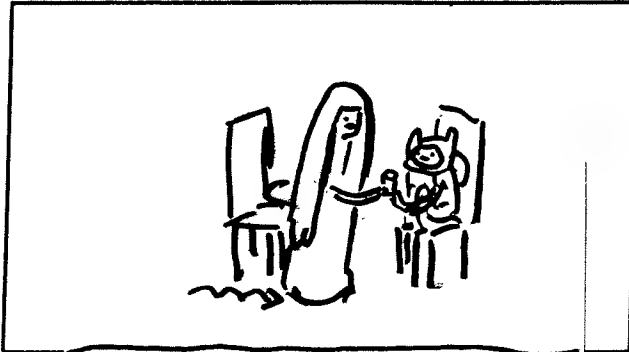
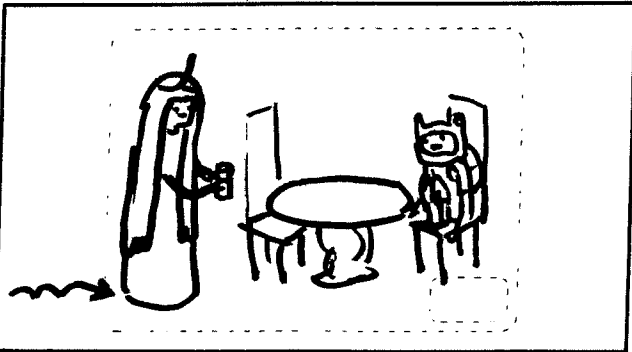


Dialog:

F: mmm... ok.

Action:

Timing:

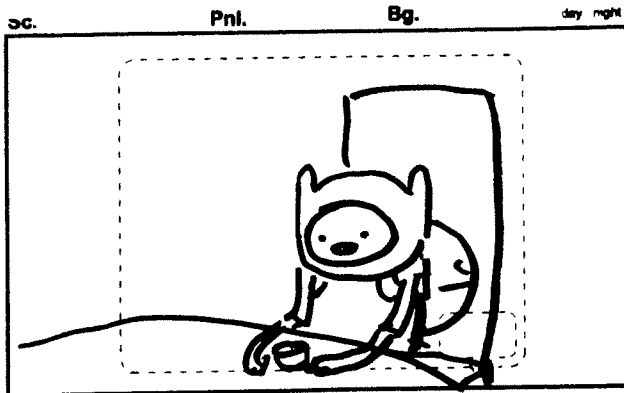
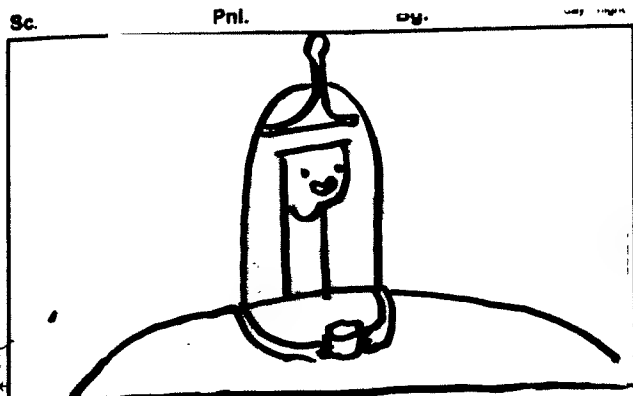


Dialog:

PB: You were so brave
Just Now, Fin

Action:

Timing:



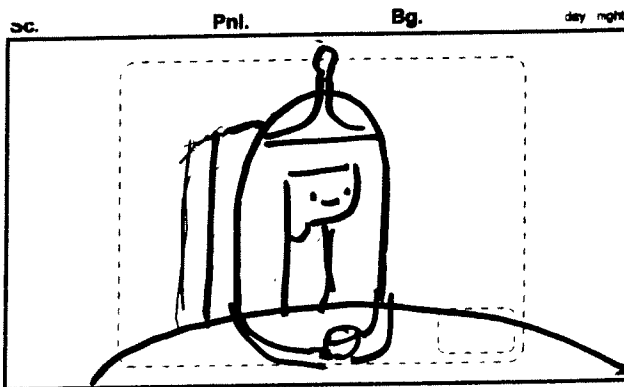
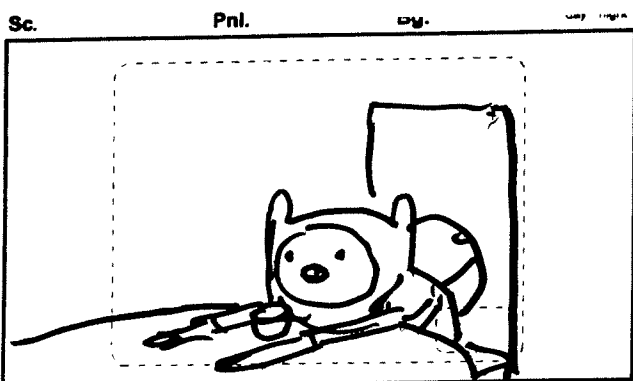
Dialog:

PB: You do realize that, right?

~~PF:~~ I guess...

Action:

Timing:



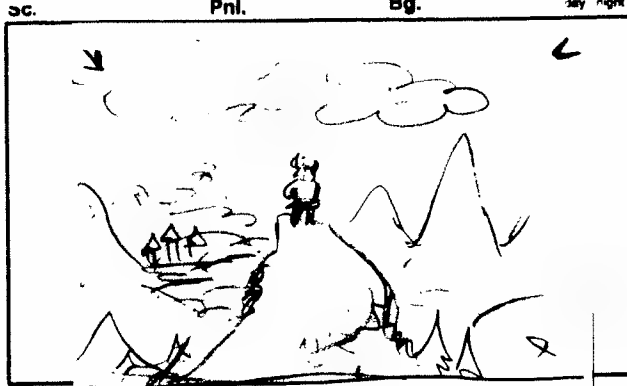
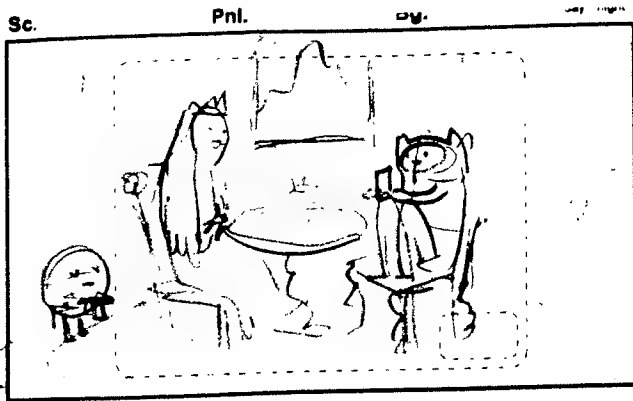
Dialog:

F: I like rescuing people.

PB: mmm hmm...

Action:

Timing:



(camera Rotates around, Pose out)

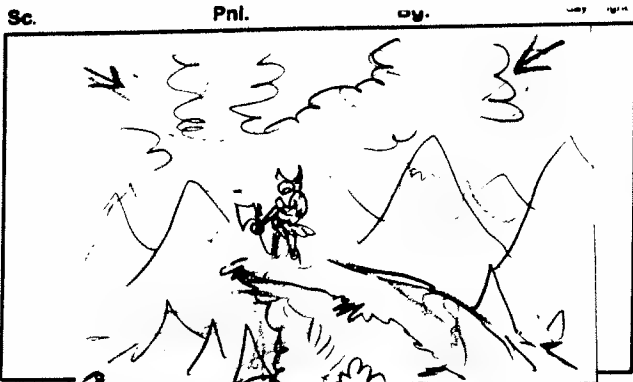
Dialog:

PB: A long time ago
there was a Brave
Minotaur Hero,
who also enjoyed
rescuing people.

Action:

Timing:

PB: His name was
Mannish Man



Dialog:

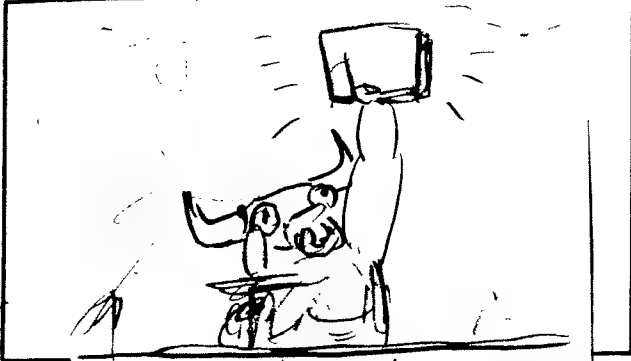
PB: ~~and he possessed the~~
and he possessed the
ancient Book of wisdom

Action:

Timing:

PB: THE Heroes

Sc. Pnl. day night




Dialog: PB: enchindron!
~~enchindron!~~

Action:


Timing:

Sc. Pnl. Bg. day night



(Amazing music)

Sc. Pnl. day night




Dialog: PB: ~~enchindron!~~ passed down
From hero to hero since
the ~~enchindron!~~


Action:

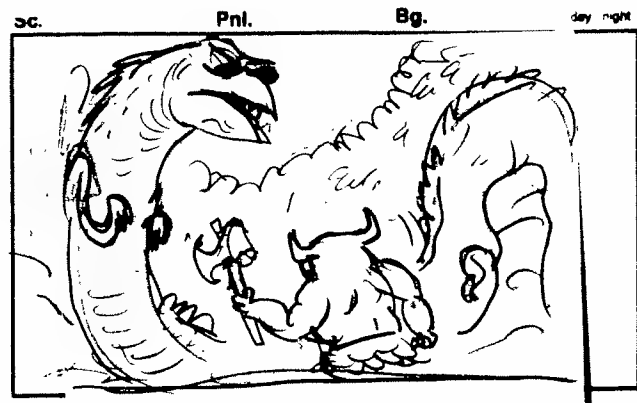
Timing:

Sc. Pnl. Bg. day night



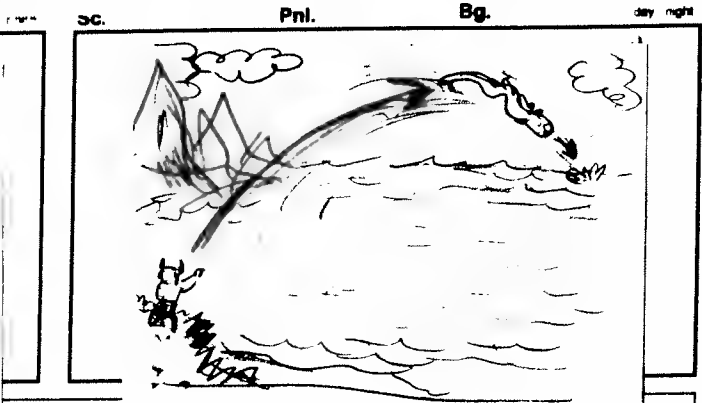
PB: ... Very Beginning of
heroism,





PB: This book contained
all the "Secrets of
the warrior"

PB: And with this
knowledge...



PB: He performed many
great feats.

Sc. Pnl. day night



Dialog: *ord defeated in*
~~_____~~

Action:

Timing:

Sc. Pnl. Bg. day night



Sc. Pnl. day night

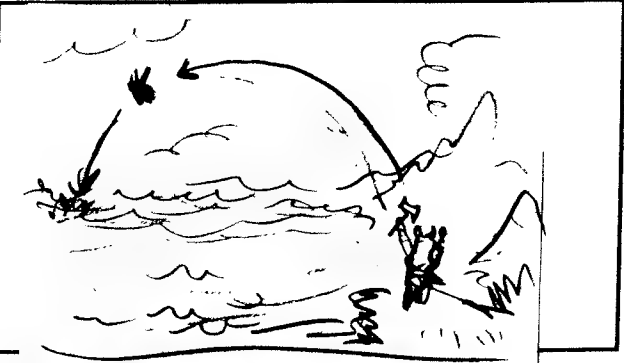


Dialog: *the many great evils...*

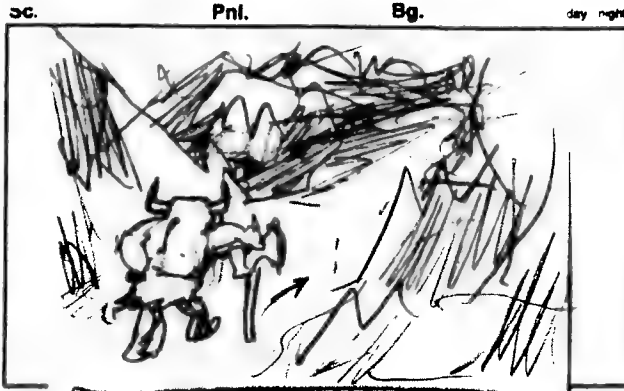
Action:

Timing:

Sc. Pnl. Bg. day night



~~_____~~
~~_____~~

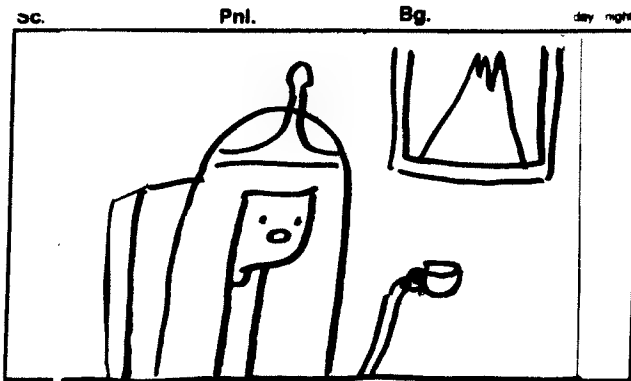
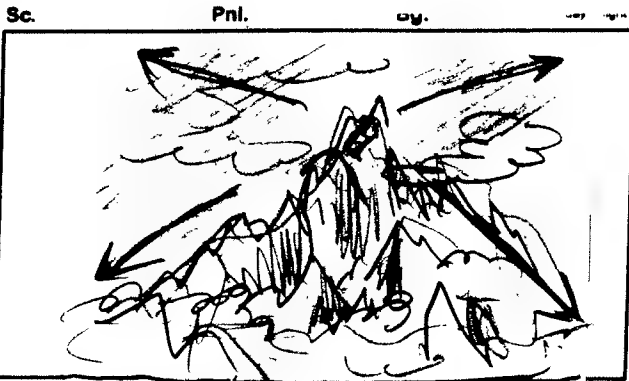


Dialog: ~~There~~ when the land of
PB: ~~and~~ began to flourish
once again...

PB: Mannish may become
too old to "hero-about".

Action:

Timing:



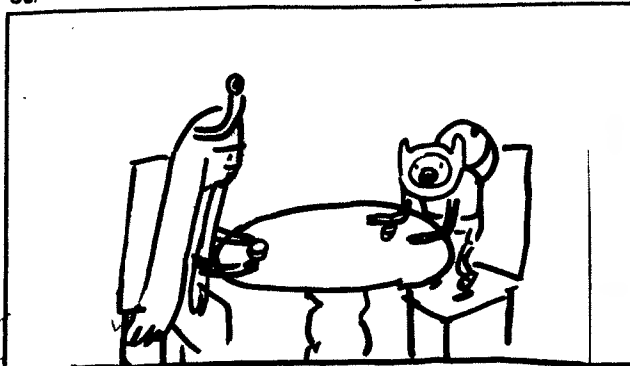
Dialog:
PB: he climbed to the top
of the treacherous
Mount Cragdor

PB: and now waits for the
next great warrior to
claim the Enchiridion.

Action:

Timing:

Sc. Pnl. day night



Dialog:
F: NO WAY!!

Action:

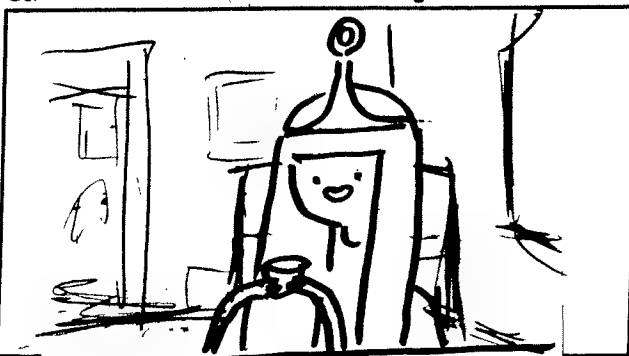
Timing:

Sc. Pnl. Bg. day night



* slurp *

Sc. Pnl. day night

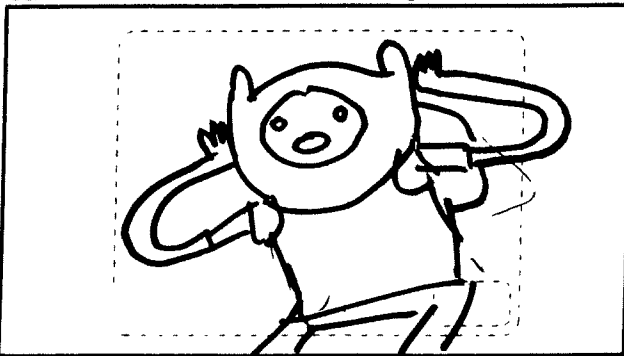


Dialog:
PB: way.

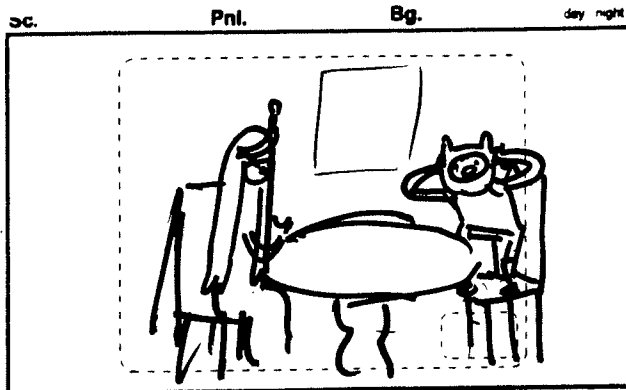
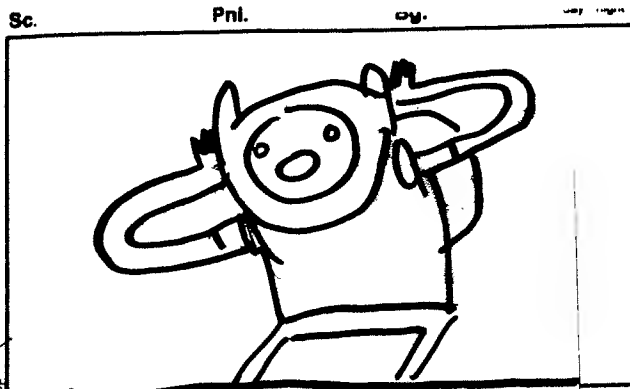
Action

Timing:

Sc. Pnl. Bg. day night



F: "hv!"



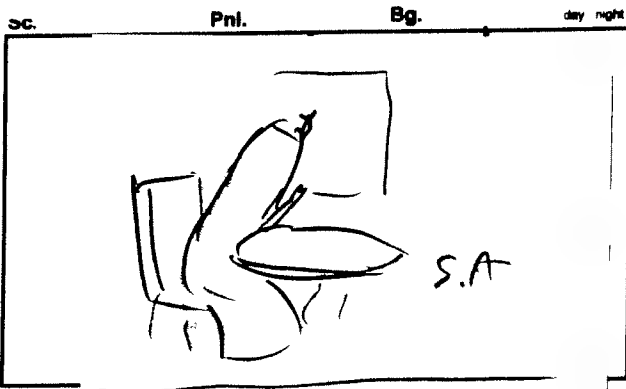
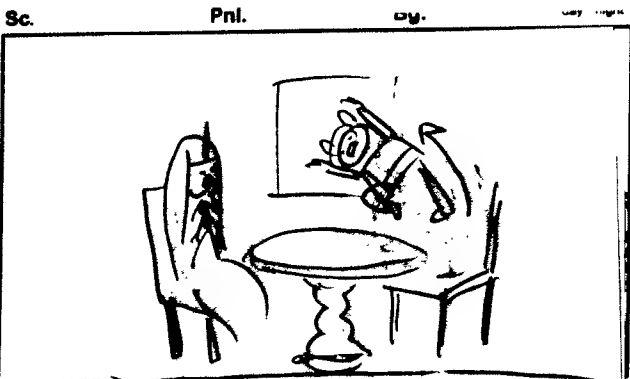
Dialog

P: Do you think I
could try to get ~~the~~ the book!!

Action:

pb: I don't see why not?

Timing:



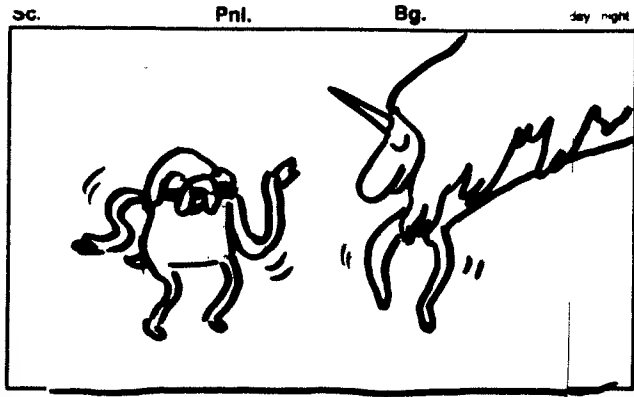
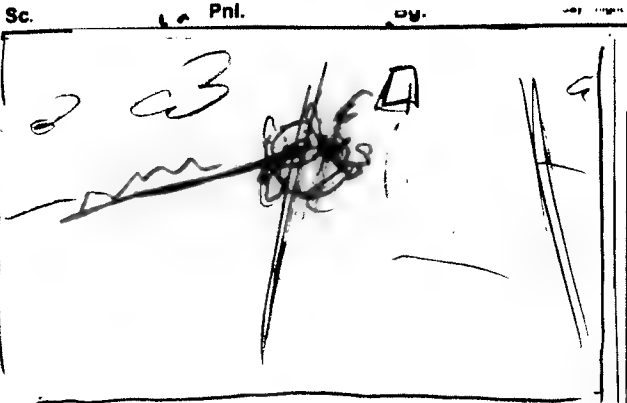
Dialog

Fin! then off I go!
(Jumps out window)

Action:

Princess B: Fin!

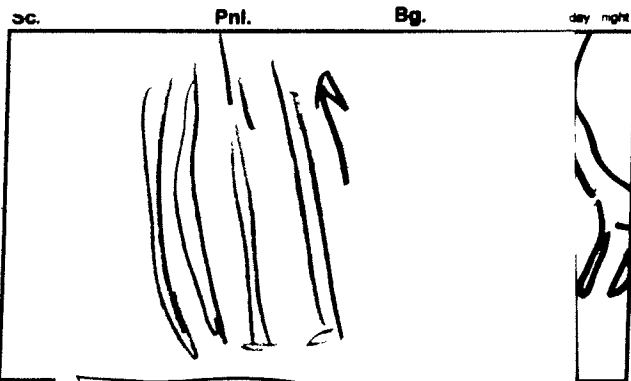
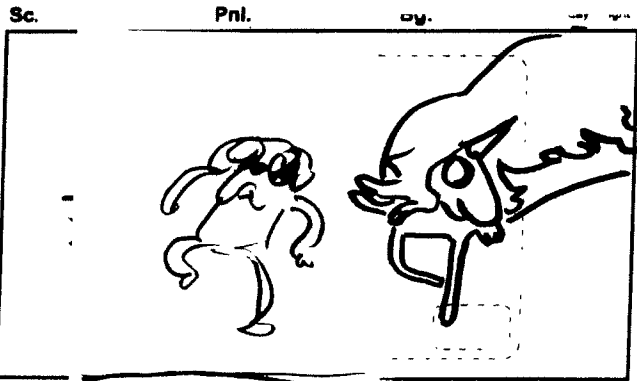
Timing:



Fin: Jake, C'mon!

Act

Timing:



Dialog:

J: huh?

Action:

Timing:

(STRETCH)

Sc.

Pnl.

dy.

day night



Dialog:

F: Thanks pal.

Action:

Timing:

Sc.

Pnl.

Bg.

day night



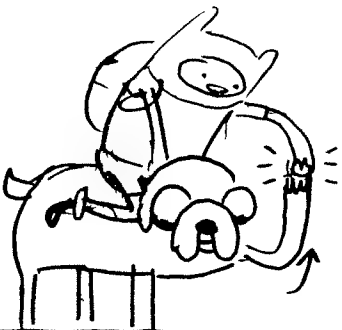
You
F: Know what time it is
buddy?

Sc.

Sc.

Pnl.

Ba.



Dialog:

J: Adventure time?!

Action:

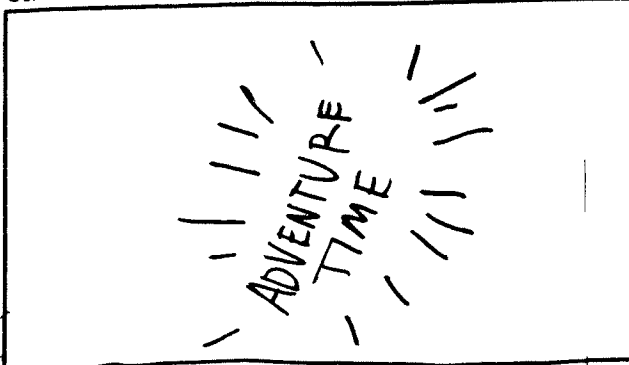
Timing:

ADVENTURE
TIME



F: YEAH MAN!

Sc. Pnl. day night



Sc. Pnl. Bg. day night



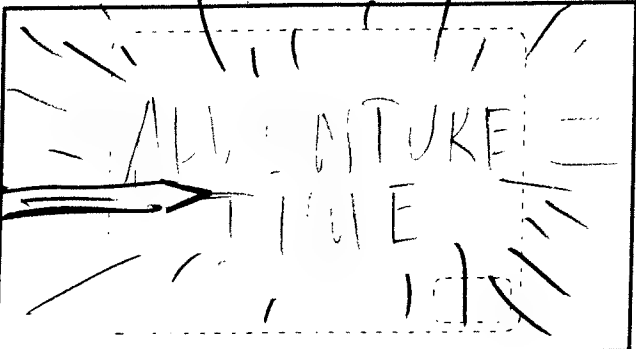
Dialog:



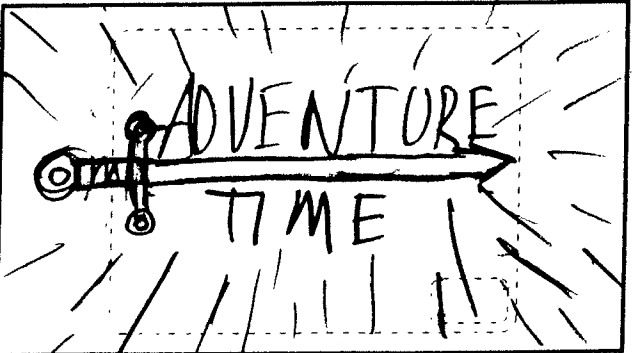
Action:

Timing:

Sc. Pnl. day night



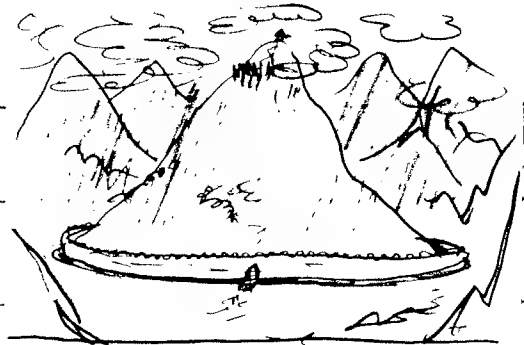
Sc. Pnl. Bg. day night

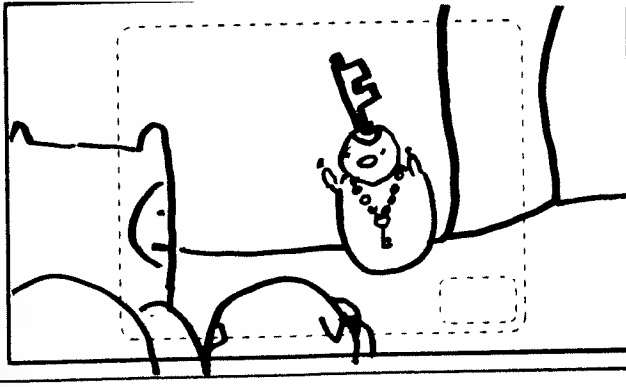
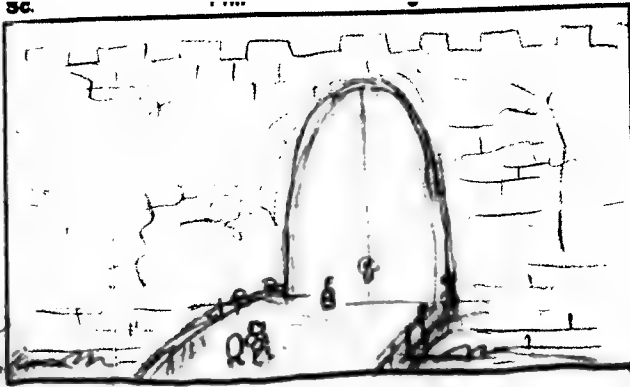


Dialog:

Action:

Timing:





Greetings young
heros to be...

This mountain is called
(ragdori)
Herosworth. It exists to
test the might of those
who seek great honor as
protectors of all that is good
in this world

Timing:



Dialog:

Many noble challengers
have entered to test their
will indeed. ~~Many~~ Evil
creatures have entered
as well seeking the

~~treasures~~ that cover
this ~~land~~. But no one has
ever left here, Alive or
dead! Only the ~~triest~~
most ~~hero~~ can
worthy

~~and~~ receive the Heros Enchiridion,
~~and~~ walk out those doors again.

If it is you, friend, ahah,
I cannot say ~~I am~~ certain,
But you are verily welcome
to try. However first you
must pass my riddle ~~and~~
my name is the keyper

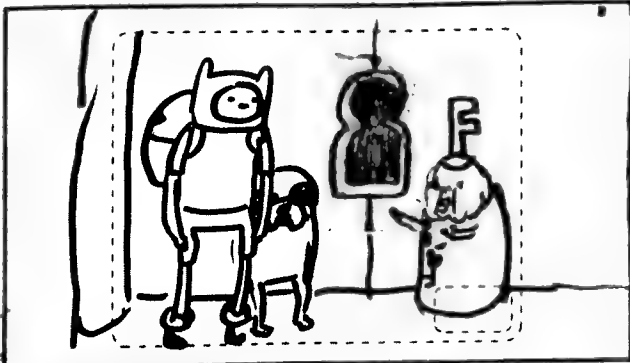


Sc.

Pnl.

Bg.

day night

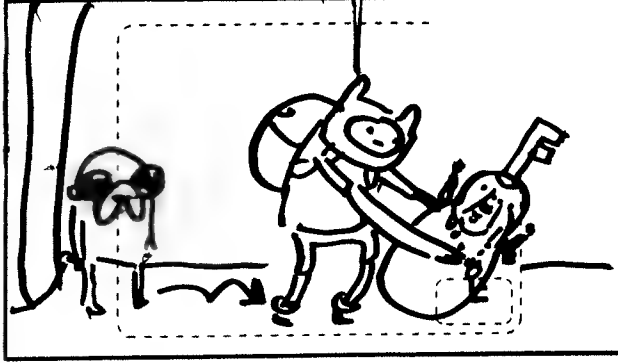


Sc.

Pnl.

Bg.

day night



Dialog:

and Dull so for I carry the
Key to this door. But all

Action:

Timing:

is not how it appears, you see?
or perhaps you don't see
at all! tee hee hee!

perhaps the key is in
you child, but you cannot
use ~~your~~ ^{your} brain here, this
door is magically sealed!



Sc.

Pnl.

Bg.

day night



Sc.



Dialog:

You've unlocked the Riddle, ~~and~~
and the door! hah! brilliantly ~~and~~

Action:

Done, child... as my name is the
key per I myself am the key to this lock!

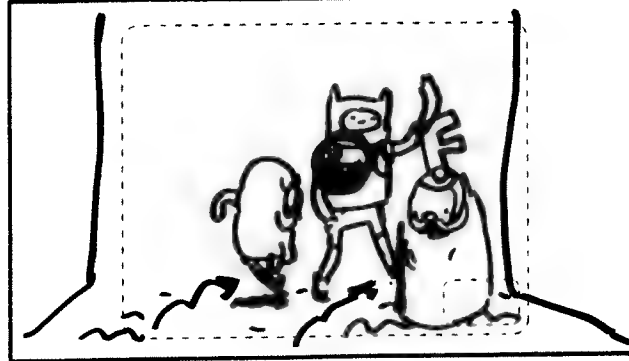
Timing:

please! reveal to me how you unravelled my ~~clue~~
clue!

Sc. Pnl. day night

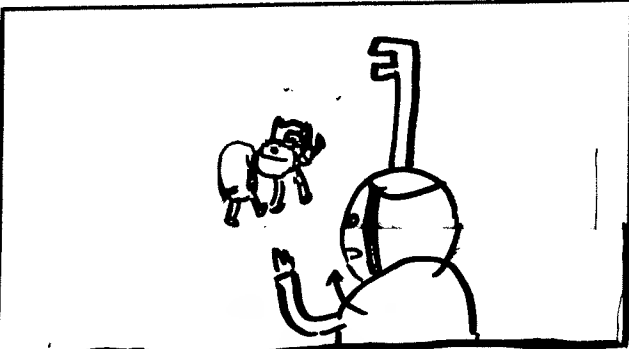


Sc. Pnl. Bg. day night



Dialog:
 Fi I jus + thought yobd look
 cute stuffed in that lock!
 KeyR: oh yes... that's how most
 people get in.
 Action:
 Fin: BY!
 Timing:
 (fin waves goodbye and enters
 the giant gates of
 mount cragdor.)

Sc. Pnl. day night

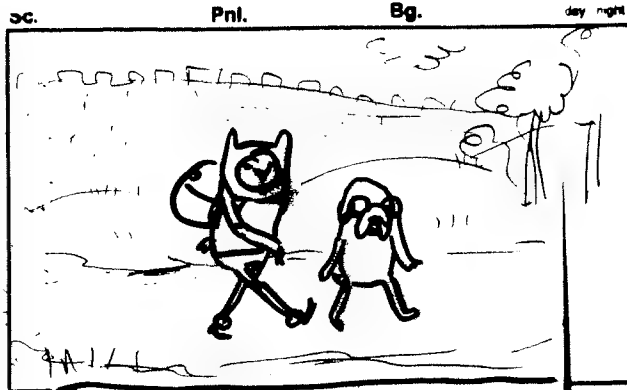
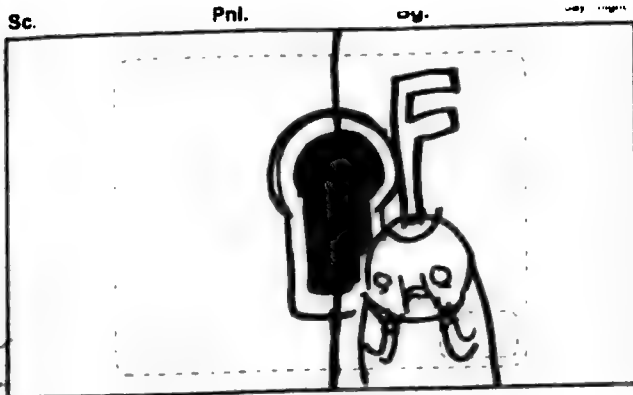


Sc. Pnl. Bg. day night



Dialog:
 You've passed this first
 trial / young warriors
 , but prepare yourselves
 for there
 are many trials left
 ahead of you.
 Action:
 Timing:
 and each trial
 is more treacherous than
the last!

↑
N
A
P



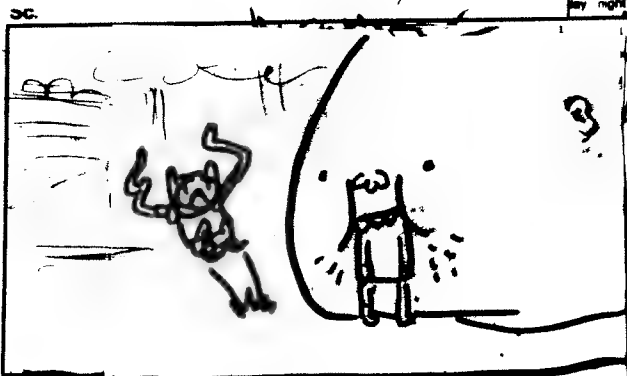
Dialog:

"SLAM!"

Action:

Timing:

F: What a huggable little man.



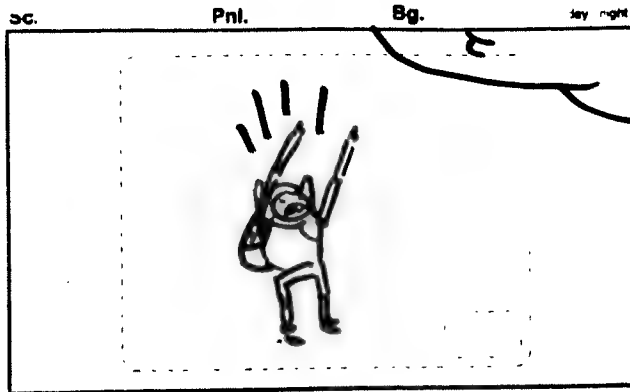
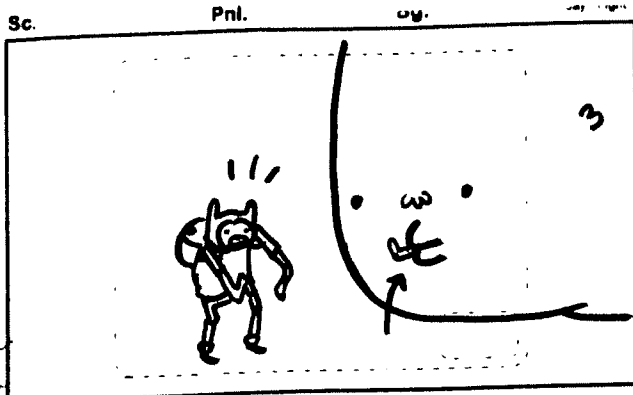
Dialog:

If all the trials
are that adorable,
getting to the top
will be a piece of
pie.

CHOMP!

Action:

Timing:



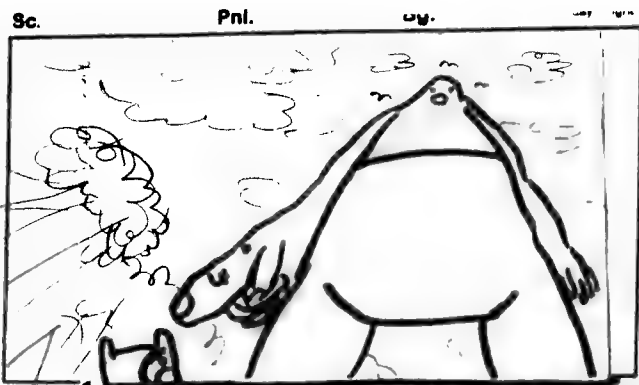
Dialog:

JAKE?!

JAKE??!!?

Action:

Timing:



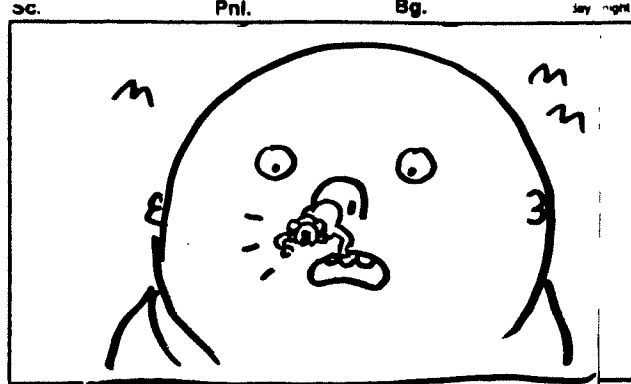
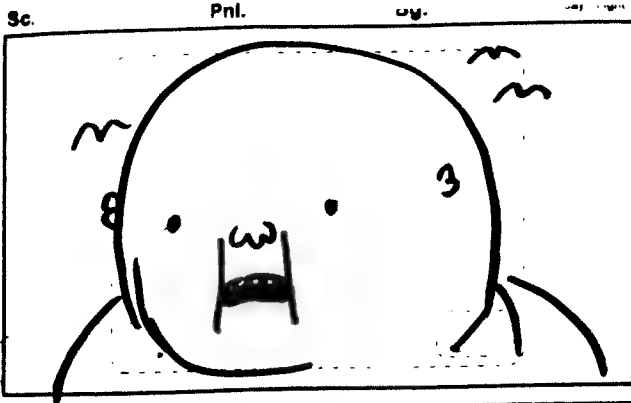
Dialog:

You CANNOT PASS!

GIVE ME BACK MY FRIEND!!

Action:

Timing:



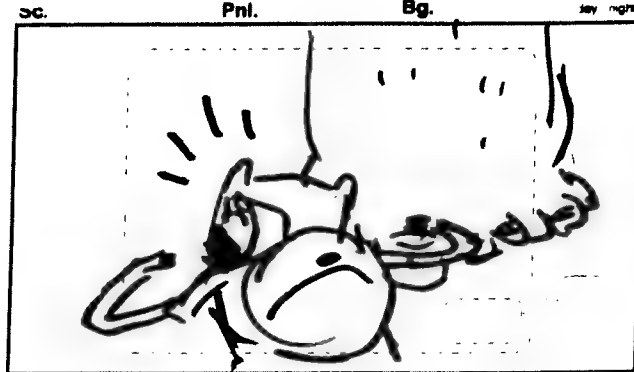
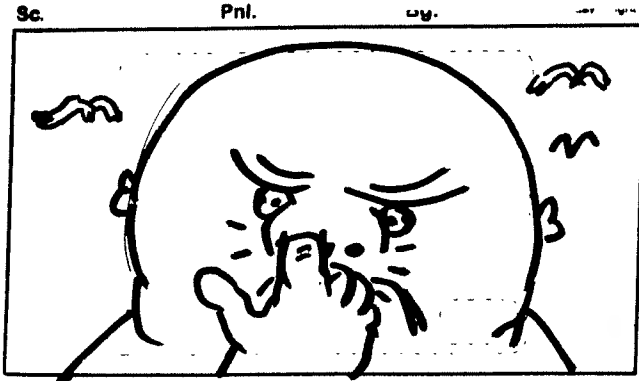
Dialog:

NO.

JAKE: It's okay Fin!
I can get out!

Action:

Timing:



Dialog:

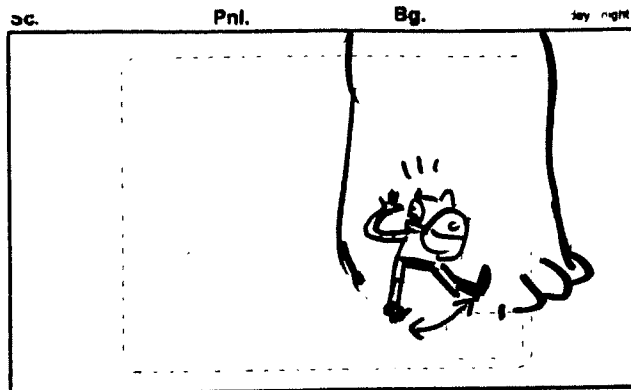
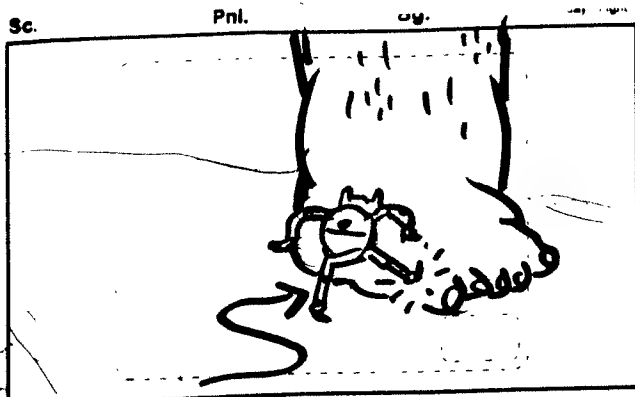
(pushes Jake back in)

F: LET JAKE GO
OR I'LL!!

Action:

Jake "oh!"

Timing:



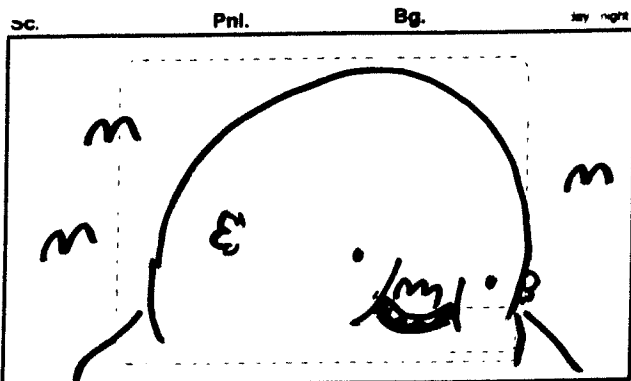
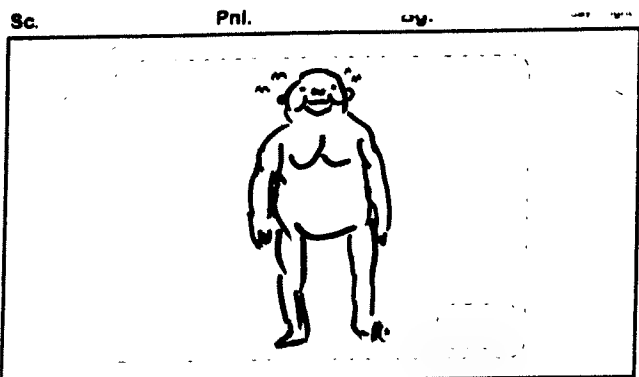
Dialog:

kick kick

F: "I'll KICK YOUR FOOT!"

Action:

Timing:

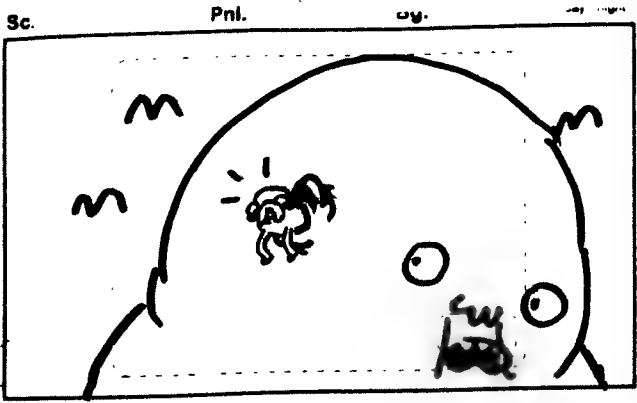


Dialog:

Ha ha ha ha ha!!!

It's impossible for you to hurt me.

?



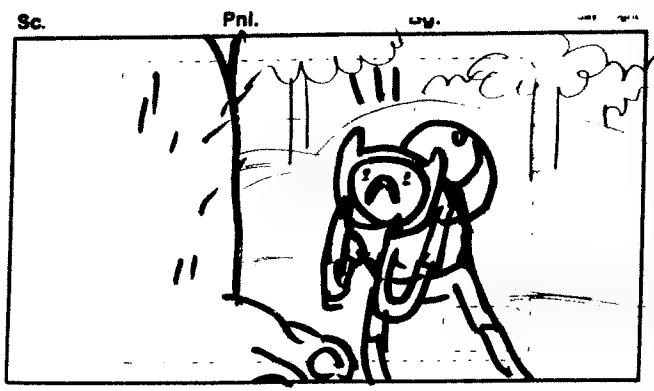
Dialog:
It's okay dude! I found another way out!

Action:

Timing:



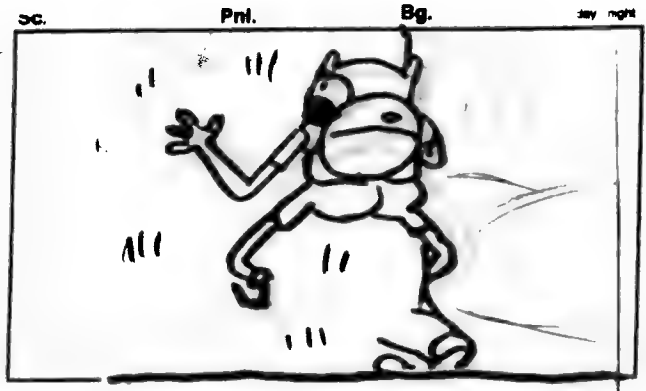
"SLAM!"
Take: ooo!



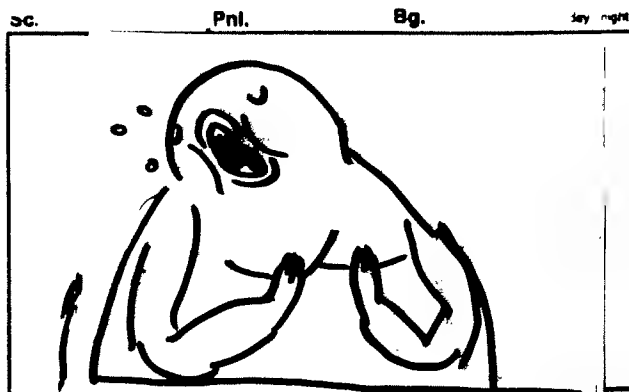
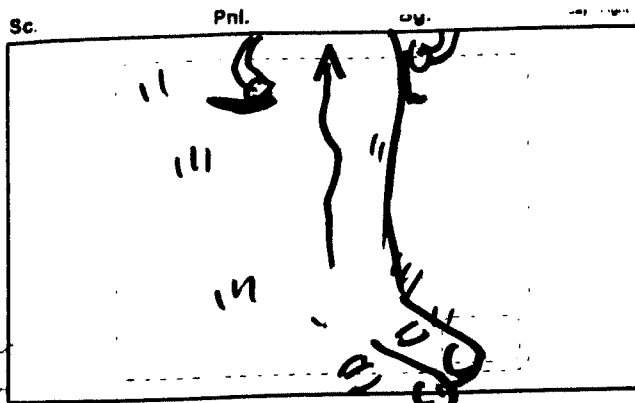
Dialog:
hu!

Action:

Timing:



I'm Comin Buddy!

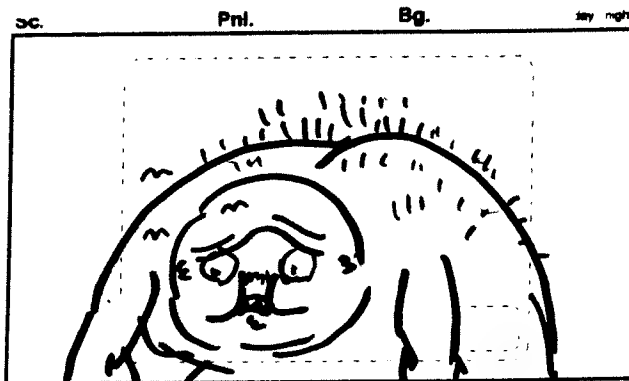
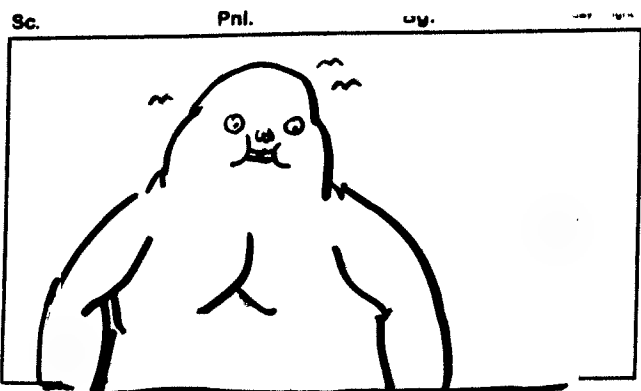


Dialog:

BRAAP!

Action:

Timing:



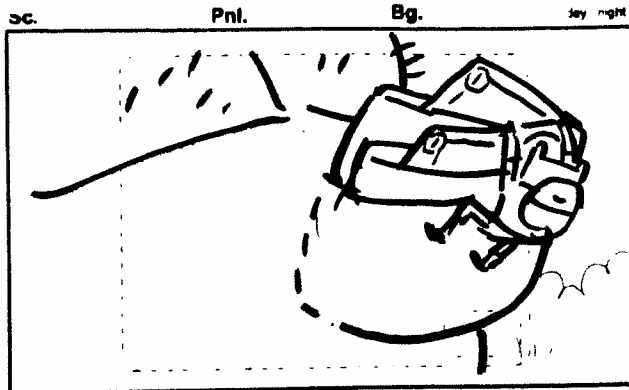
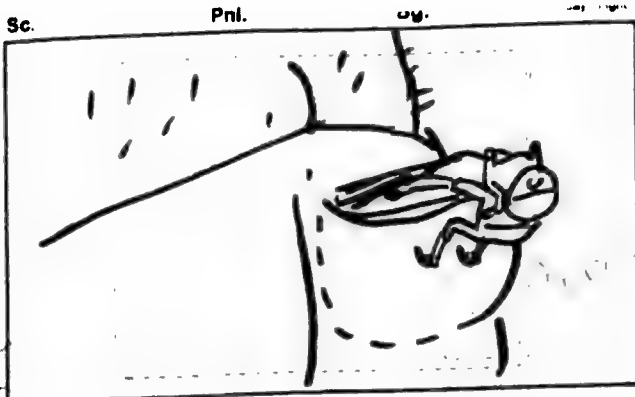
Dialog:

I think your
dog finally fell into
my stomach.

Hey whered yougo?!

Action:

Timing:



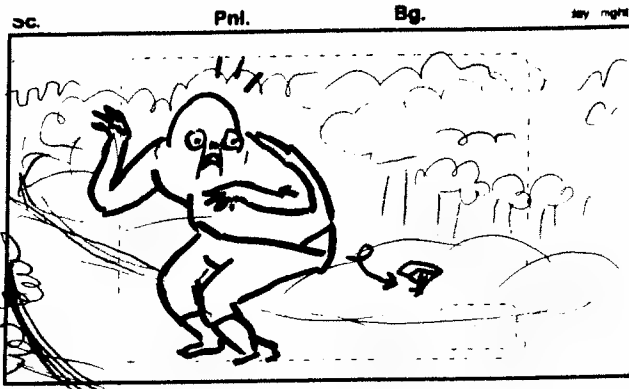
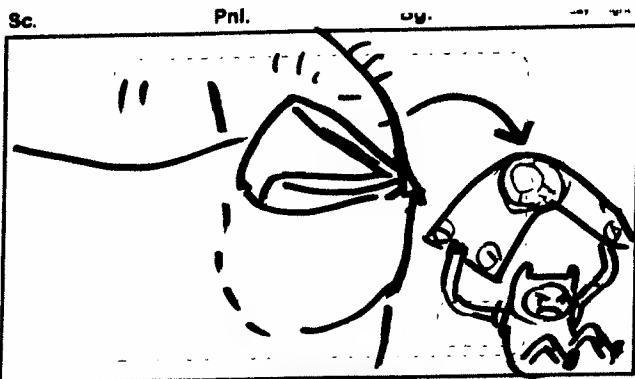
Dialog:

I've got your wallet, man!

Action:

(Fin pulls the only dollar
out of the monster's
wallet)

Timing:



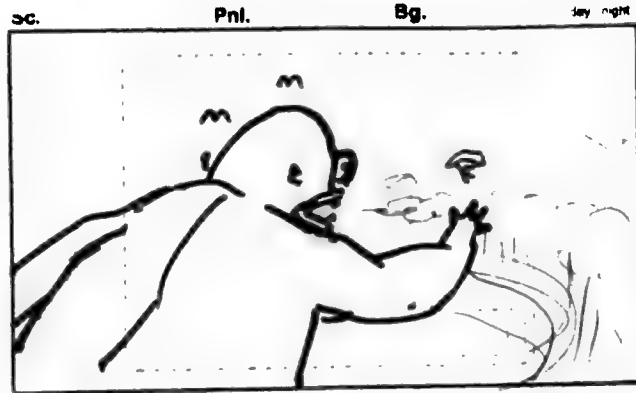
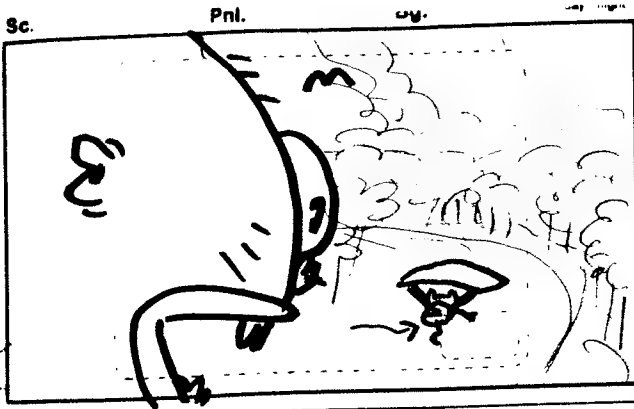
Dialog:

~~monster~~ (and glides away)

monster: hu! NO!

Action:

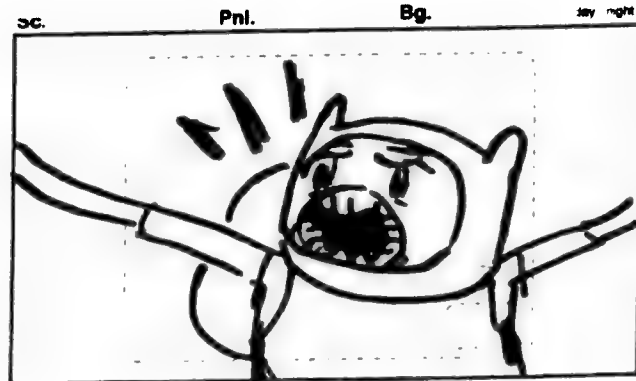
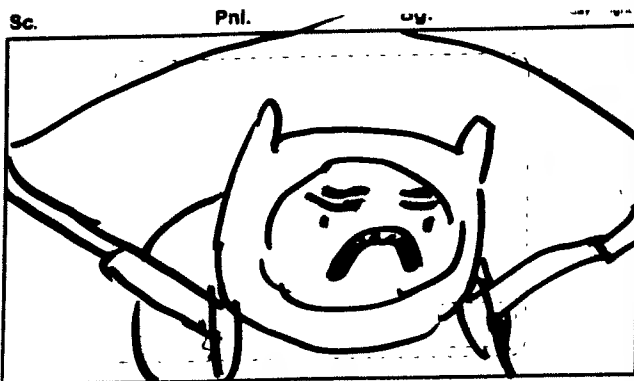
Timing:



Dialog: Moasta: MY BIG MONEY!! GIVE IT BACK!

Action:

Timing:



Dialog: Gimme BACK MY FRIEND!

Action:

Timing:



Sc. Pnl. Cg. say right



Sc. Pnl. Bg. say right



Dialog:

But I killed him already!

...

Action:

Timing:

Sc. Pnl. Cg. say right



Sc. Pnl. Bg. say right



Dialog:

FINE. I'LL GIVE
YOU YOUR
DOLLAR!

Action:

Timing:

HERE'S YOUR
DOLLAR!!!

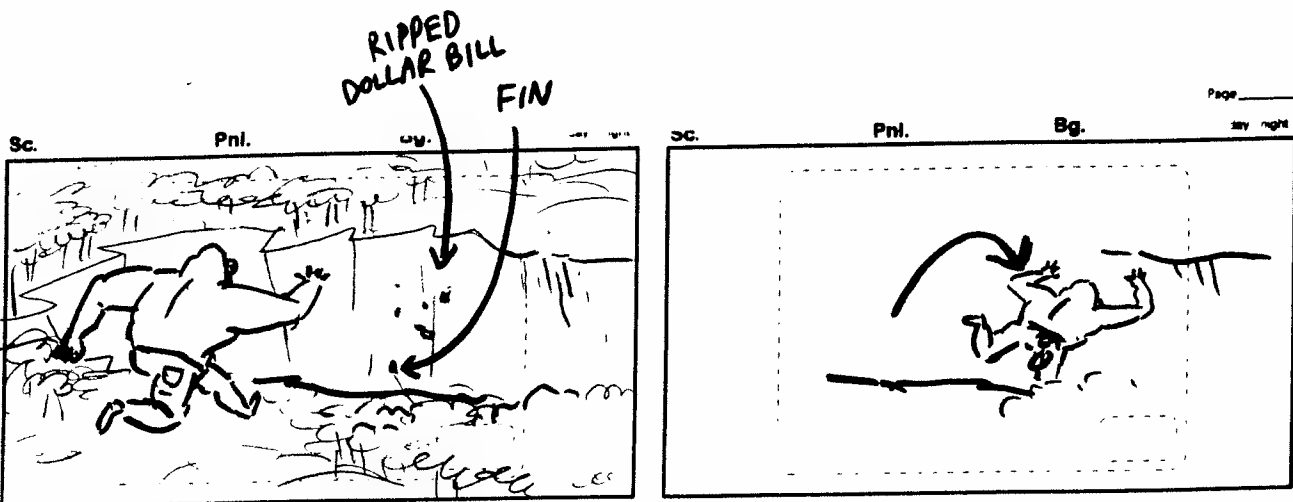


Dialog:

RRRIIPP!

Action:

Timing:



Dialog:

money drifts into gorge

Fin falls to tree tops

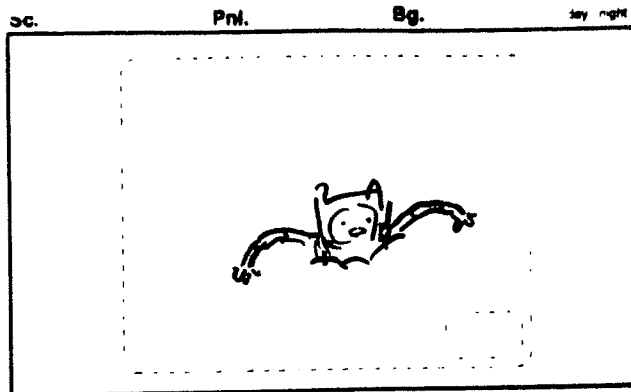
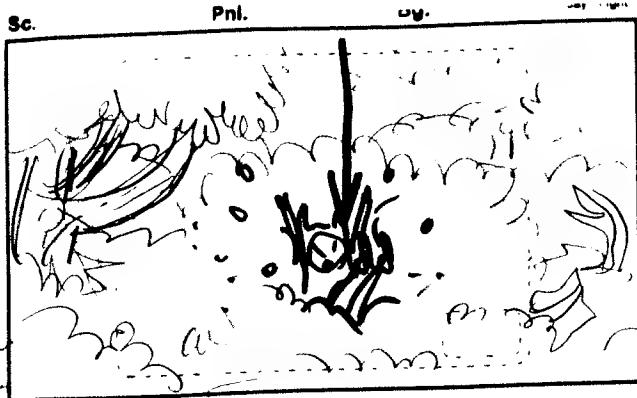
Monster: ROOOAAARR!!!

monster jumps

after money and
grabs it.

Action:

Timing:



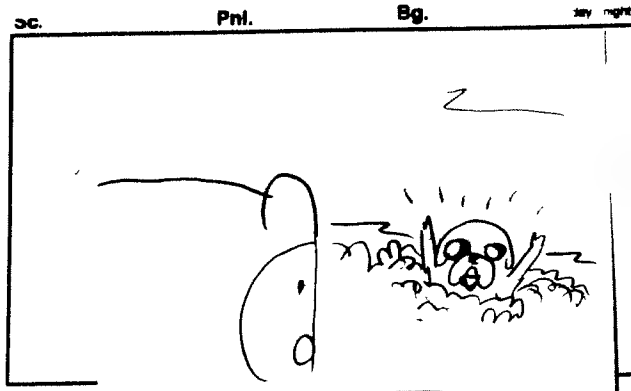
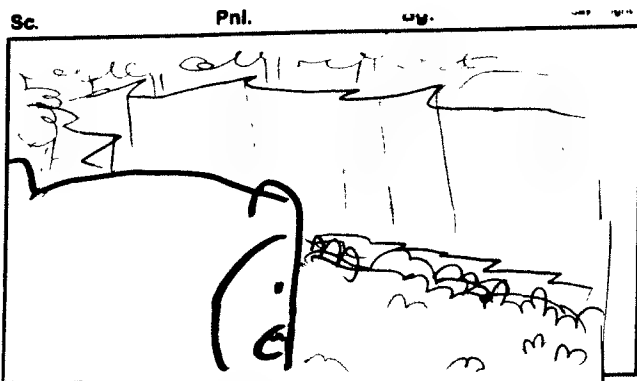
Dialog:

oh Jake..

Action:

(Fin lands hard
on the top of a
soft tree)

Timing:



Dialog:

You can't really be
gone, can you?

Jake: Nope!

Action:

Timing:

Sc. Pnl. Cg. day night

Sc. Pnl. Bg. day night

↙
Flip
characters.



Dialog:

F: Take! how'd
you escape!

Action:

Timing:

I crawled out
J: the guys butt.

Sc. Pnl. Cg. day night

Sc. Pnl. Bg. day night



F: Aww gross!

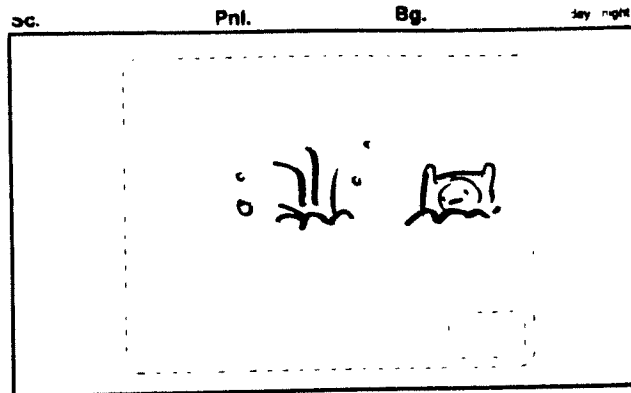
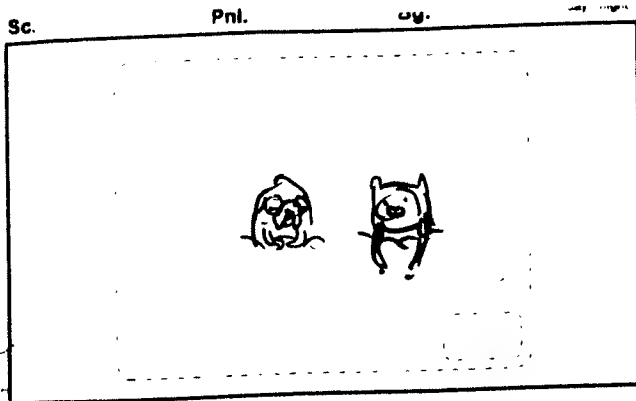
Dialog:

Action:

Timing:

J: hey... grow up.
everyones got a
bottom.



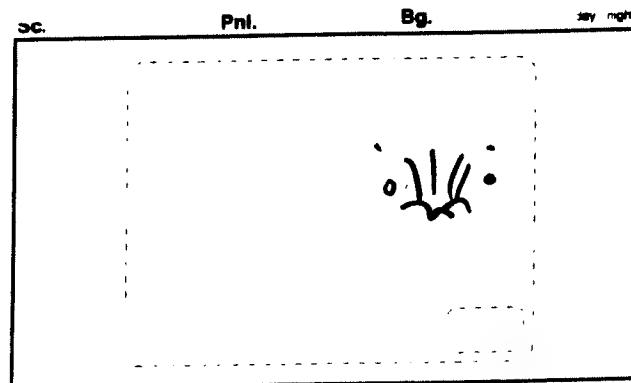
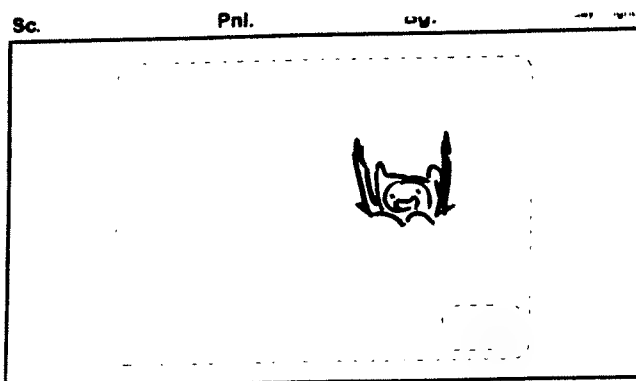


Dialog: *maheh heh...
F speak for yourself,
man.*

Action:

Timing:

shoomp



Dialog: *haha!*

Action:

Timing:

*x Shoomp**

Sc.



Dialog:

Action:

Timing:

Sc.

Pnl.

Bg.

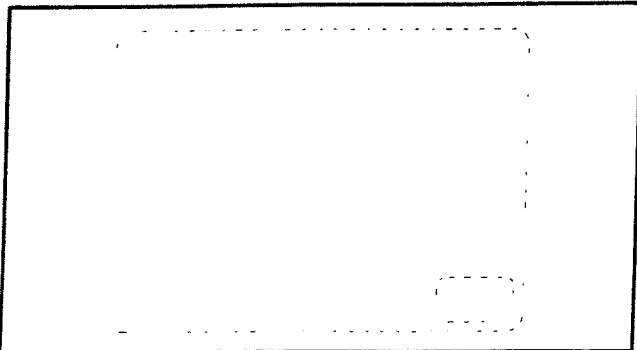
Page _____
day night

F: ~~Answer~~ where are we
now?

Sc.

Pnl.

Bg.



Dialog:

Action:

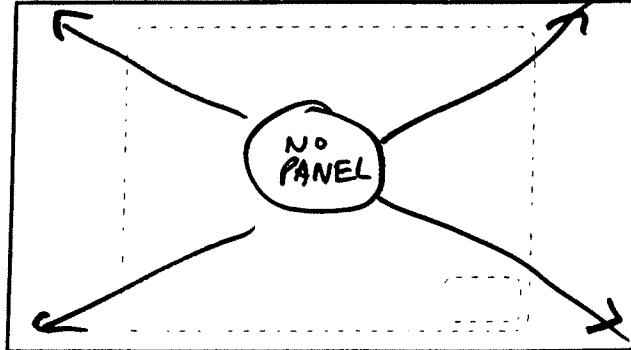
Timing:

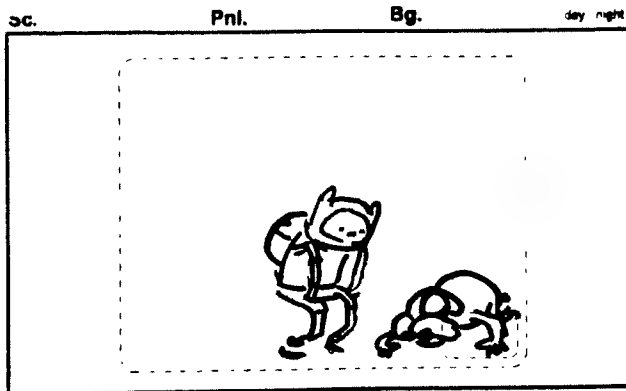
Sc.

Pnl.

Bg.

Page _____
day night





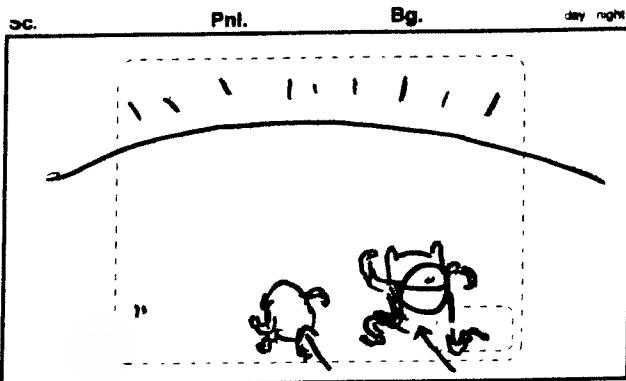
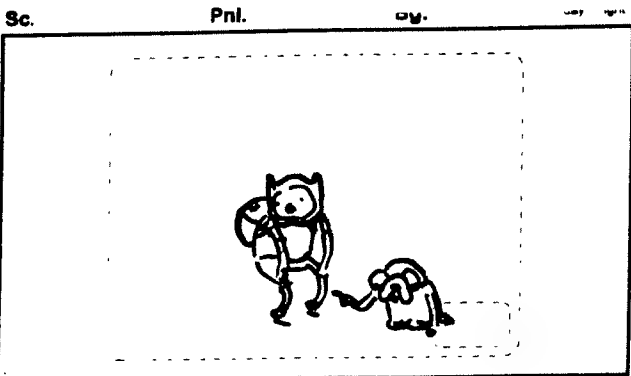
Dialog:

J: that's what I'm
trying to figure out.

J: ("smellin...")

Action:

Timing:



Dialog:

J: it smells pretty good
over that hill.

Action:

Timing:

Sc. Dial


X

Dialog:

Action:


Timing:

Sc. Pnl. Bg. Page



day night

Sc. Pnl. Bg.




Dialog:

Action:

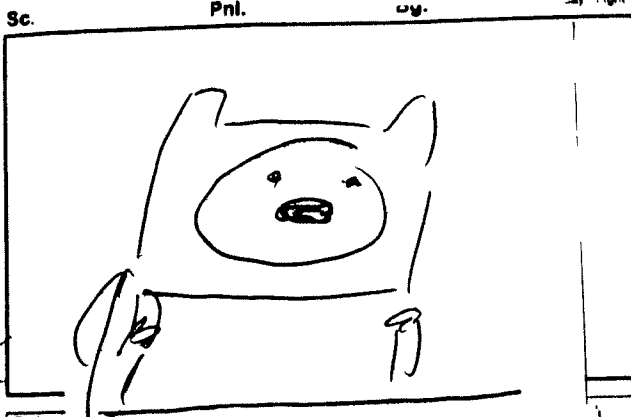
Timing:

Sc. Pnl. Bg. Page



day night

the name of this game is choose juice. I am the choose good. Which juice do you choose?

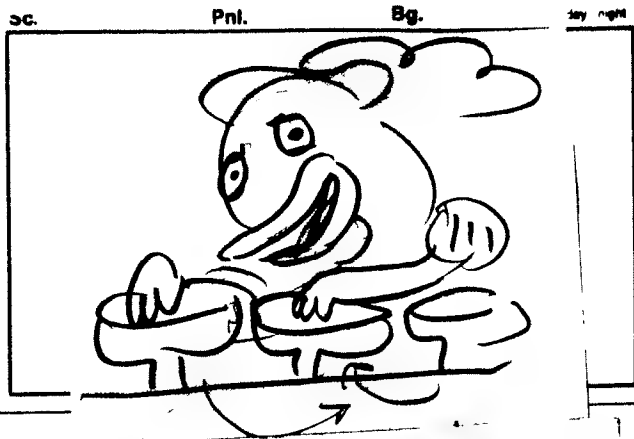


Dialog:

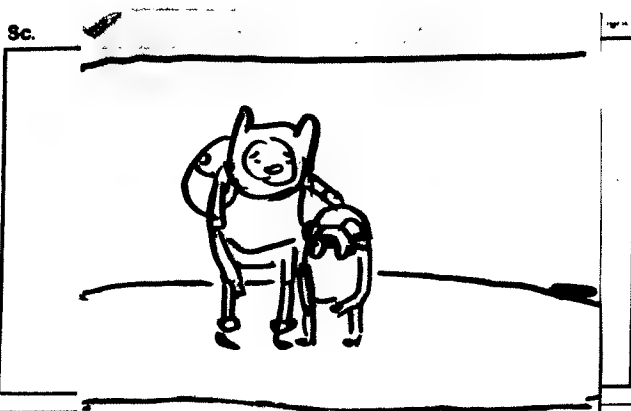
Finn: uh... what is this?

Action:

Timing:



G: just peruse
my simple clues.
Choose a juice.
I like your shoes.

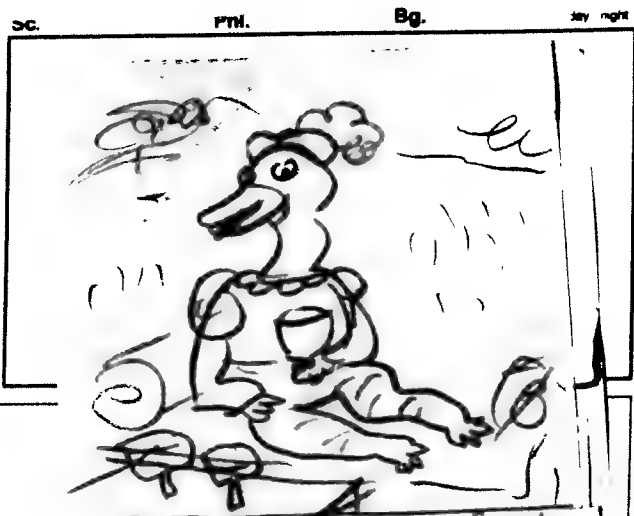


Dialog:

F: My shoes?

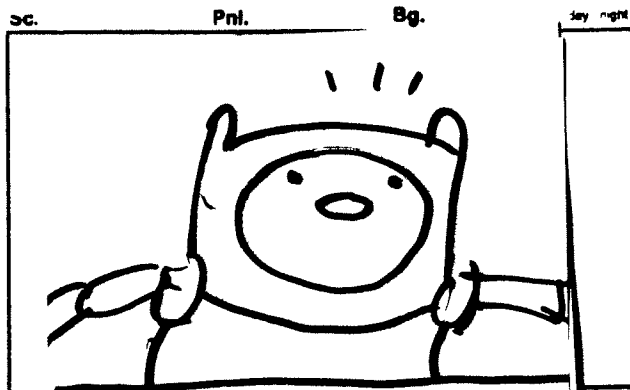
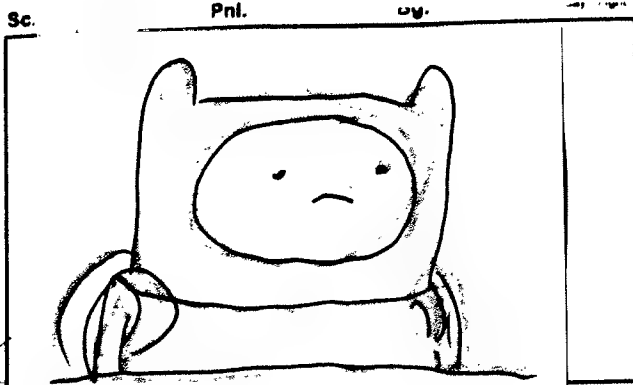
Ac

Tim



G: Though you're confused,
I have good news
~~just choose a juice.~~
just (choose a
juice, ~~you~~
You cannot lose.
~~just choose a juice.~~

sound.)



Dir:

haellp usss!!
sauuve usss!

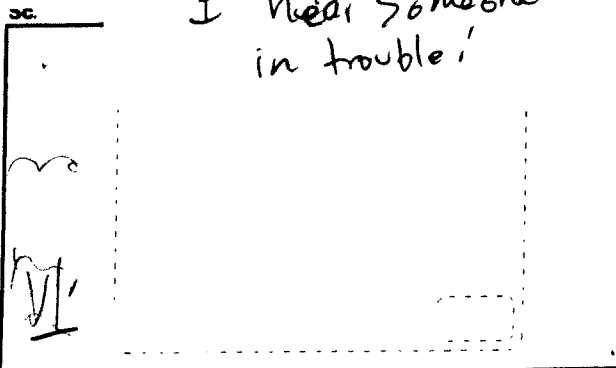
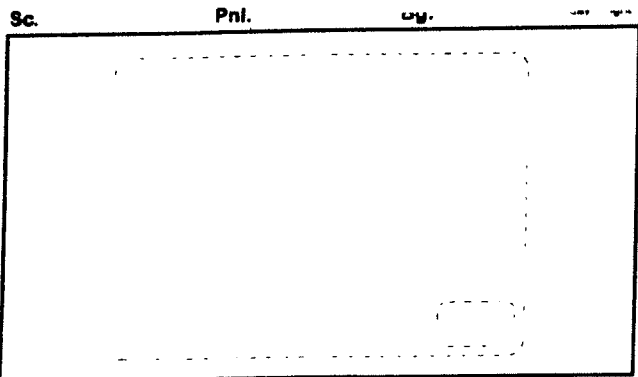
Act:

hu?!

Timing:



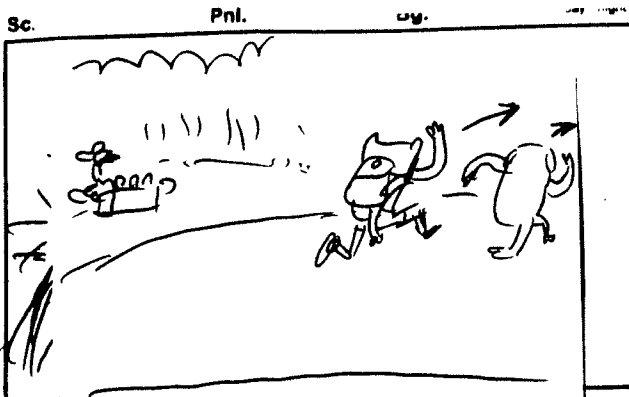
I hear someone
in trouble!



Dialog:

Action:

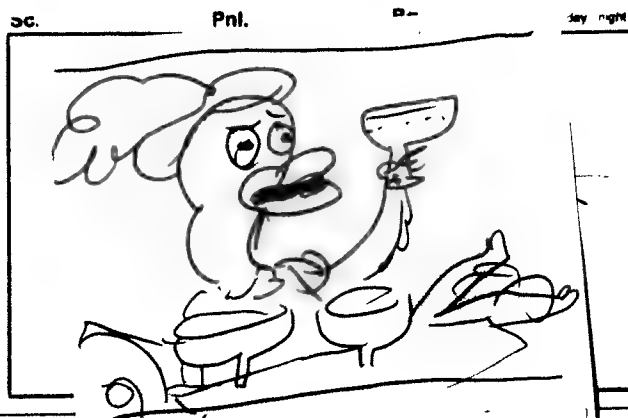
Timing:



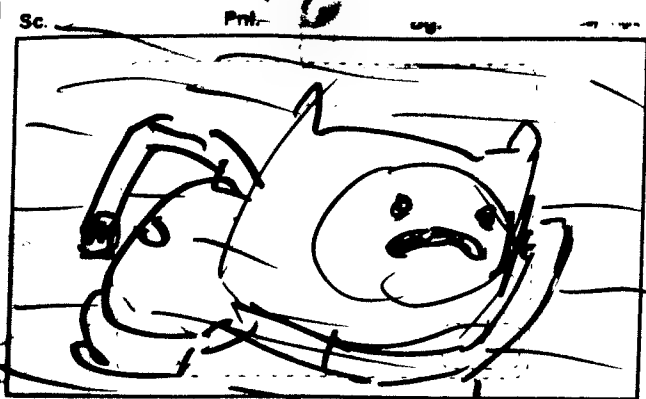
Dialog:

Action:

Timing:



more Juice for me.

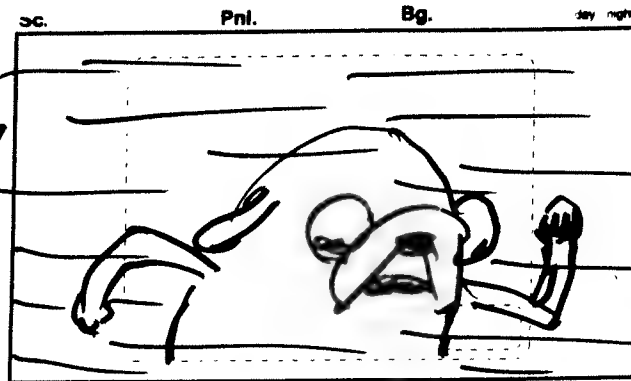


Dialog:


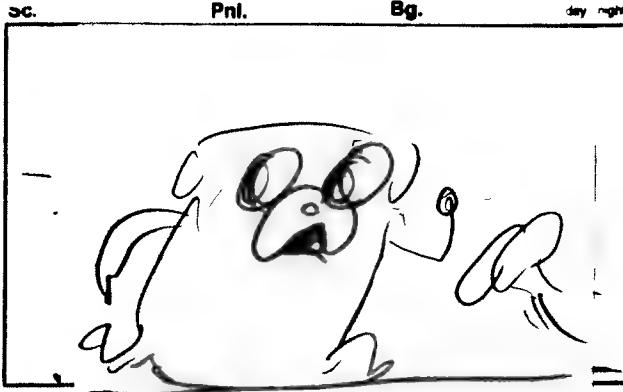
eh, eh! eh!

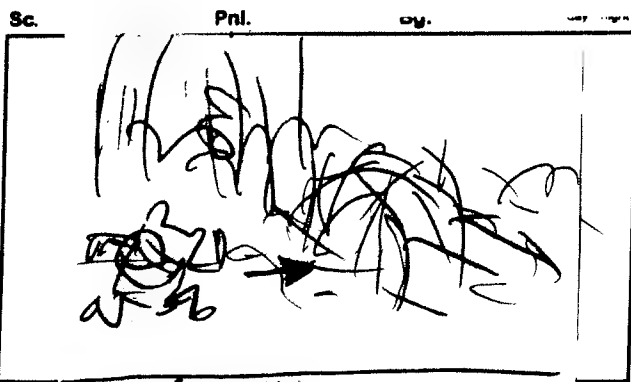
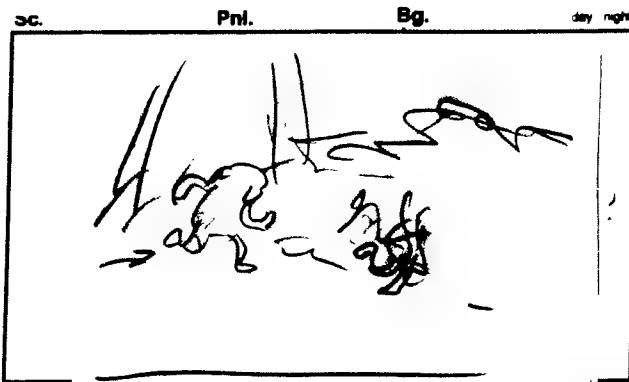
Action:

Timing:





Roof Roof!
Roof!



Sc.	Pnl.	cg.	Sc.	Pnl.	Bg.	day	night
							
Dialog: <u>Jake:</u> thorn bushes!				wait fin! thorn bushes!			
Action:							
Timing:							

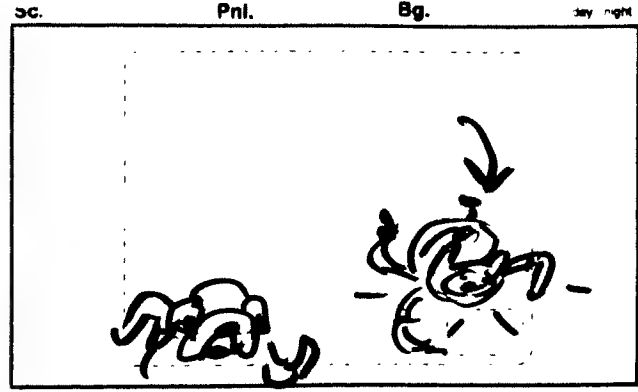
Sc.	Pnl.	cg.	Sc.	Pnl.	Bg.	day	night
							
Dialog: can't wait thorn bushes! Jake!							
Action:							
Timing:							

Page _____

Sc.	Pnl.	Bg.	say right
			
Dialog: <div style="text-align: center; font-size: 2em;">ow!</div>		Dialog: <div style="text-align: center; font-size: 2em;">uht!</div>	
Action:			
Timing:			

Page _____

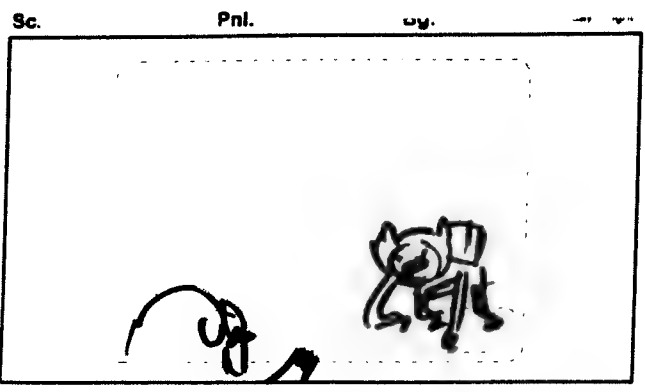
Sc.	Pnl.	Bg.	say right
			
Dialog:			
Action:			
Timing:			



Dialog: OO F!

Action:

Timing:



Dialog: J: You okay man?

Action: F: Yeah, ~~keep going!~~ keep going! we have to hurry!

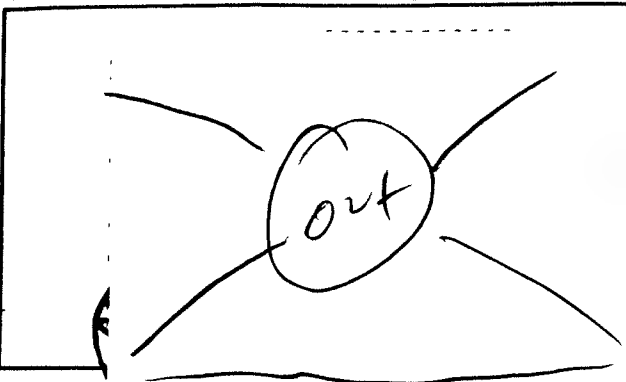
Timing: I'm fine
I'm fine.

Sc.

Pnl.

cg.

day night



Dialog:

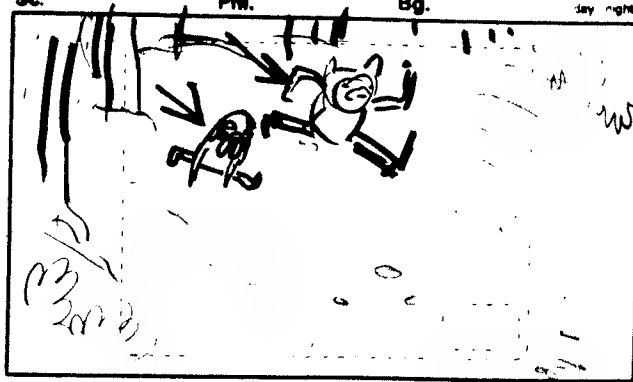
Action:

Timing:

Sc.

Pnl.

Bg.

Page _____
day night

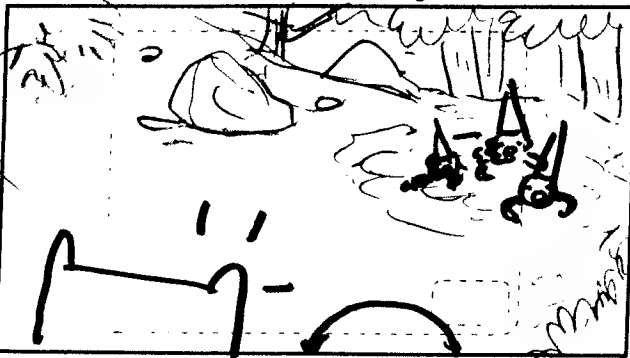
help!!
help please!

Sc.

Pnl.

cg.

day night



Dialog:

help uss!
please!!

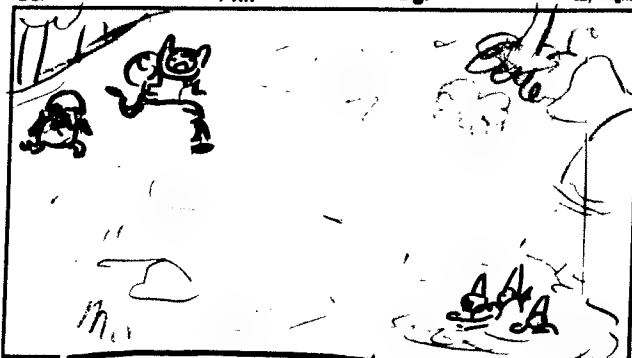
Action:

Timing:

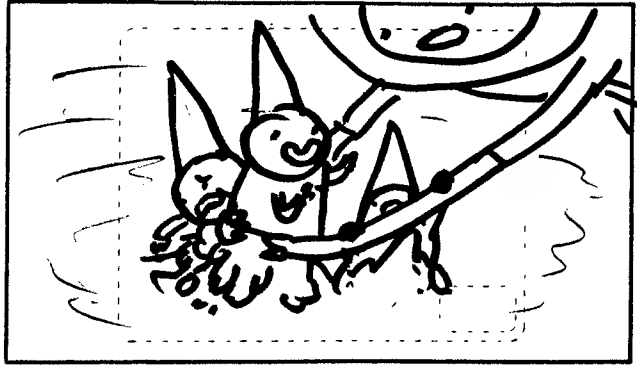
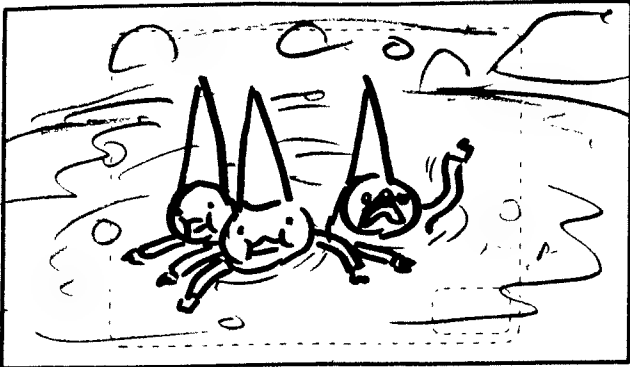
Sc.

Pnl.

Bg.

Page _____
day night

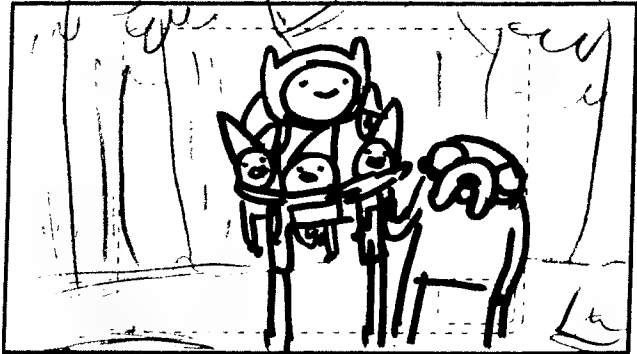
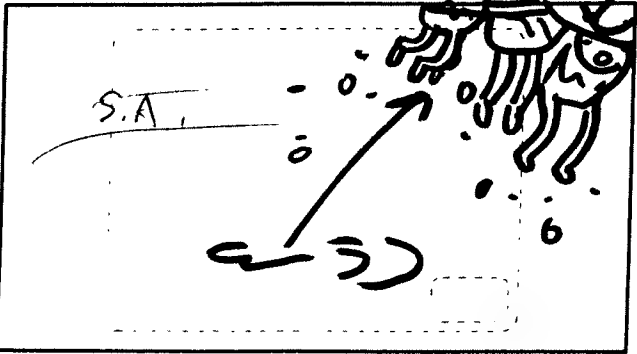
Fin: I'll save you
guys!



Dialog: Gnomes: hell!p! hell!p! plesse! F: There we go ~~there~~, I gotcha.

Action:

Timing:



Dialog: Thank you for saving us!

Action:

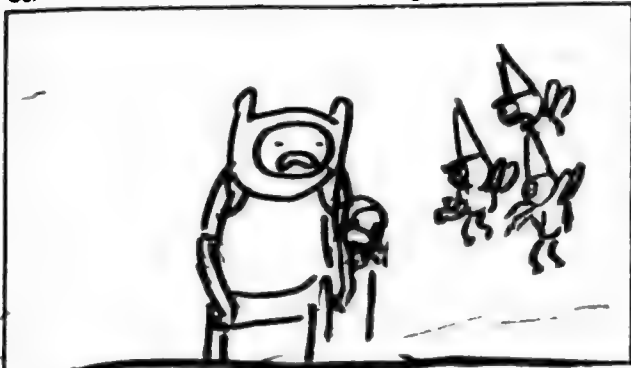
Timing:

Sc.

Pnl.

cg.

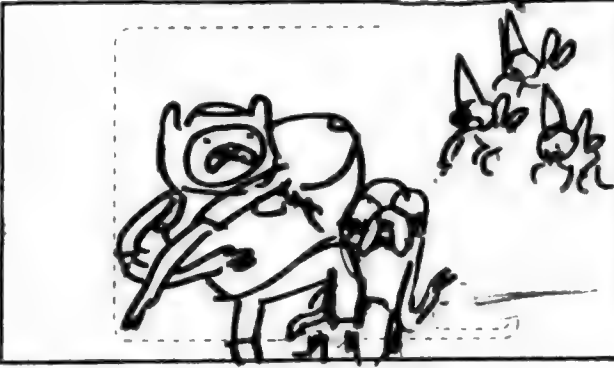
day night



Sc.

Pnl.

day night



Dialog:

Gravel: NOW GIVE US ALL
YOUR GOLD!!!

Action:

Timing:

Finn: What?! we don't
have my-ggg gold!!

Sc.

Pnl.

cg.

day night



Sc.

Pnl.

Bg.

day night



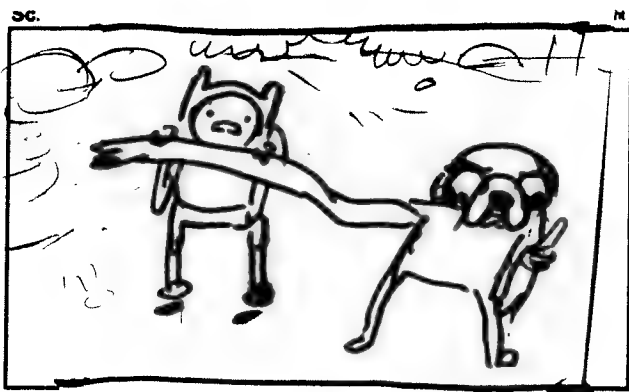
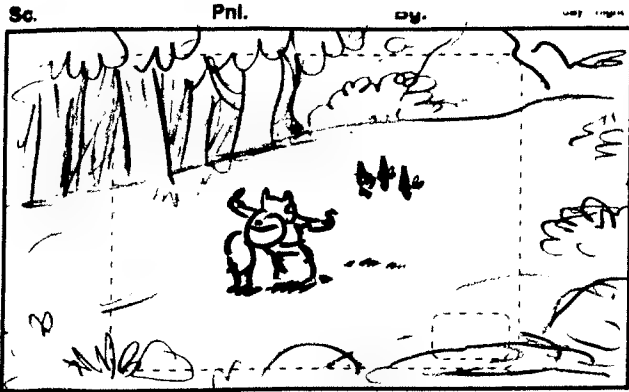
Dialog:

Give us YOUR
Gold or we'll
eat your eyes!!

Action:

Timing:

bb..bbut you guys
seemed so cute
and sweet!!!

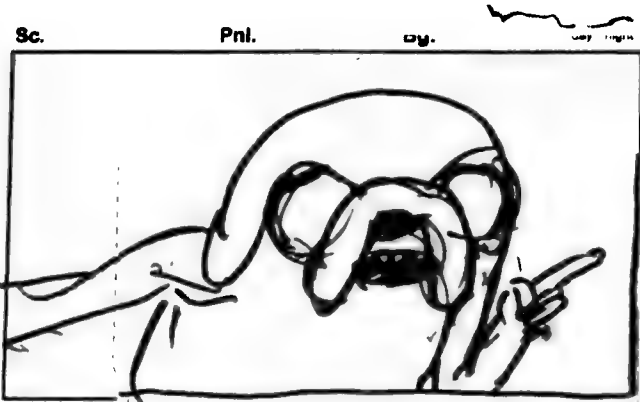


Dialog:
 "GAMES", "and you seem
 like a couple
 of chumps!"

Action:

Timing:

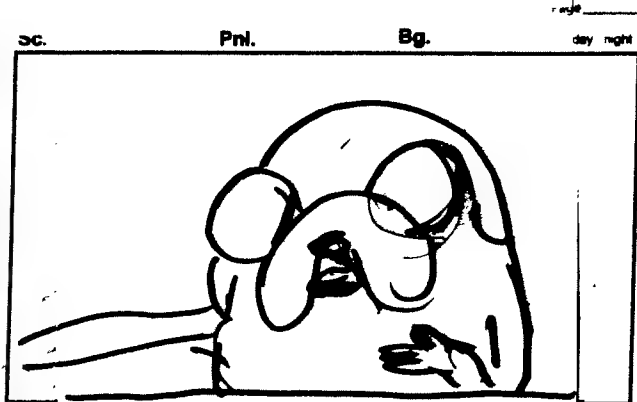
JAKE! HEY! HEY!
BACK OFF!



Dialog:
 This kid just saved
 you guys!

Action:

Timing:



Dialog:
 You should thank
 him... not Rob him.

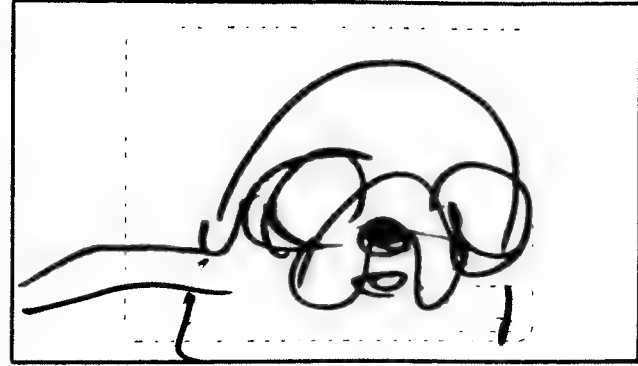
Action:

Timing:

Sc. Pnl. Ug. day night



Sc. Pnl. Bg. day night



Dialog:
sigh
Action:
Timing:

O: You know
what I'm talking
about?

Sc. Pnl. Ug. day night



Dialog:
Graves: Kill them!
Action:
Timing:

Sc. Pnl. Bg. day night



Dialog:
Action:
Timing:



Dialog:

Action:

Timing:

Take sketches away
from the magic
zap.

GRARROW!!

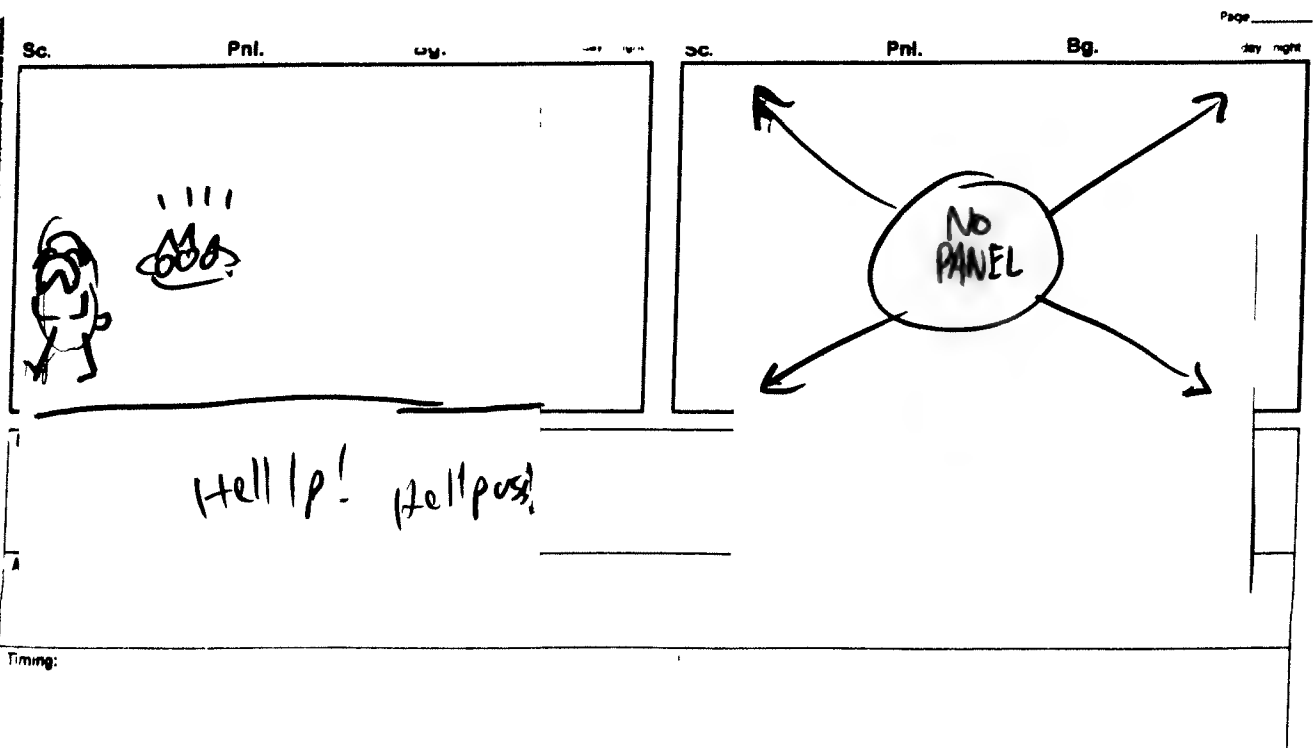


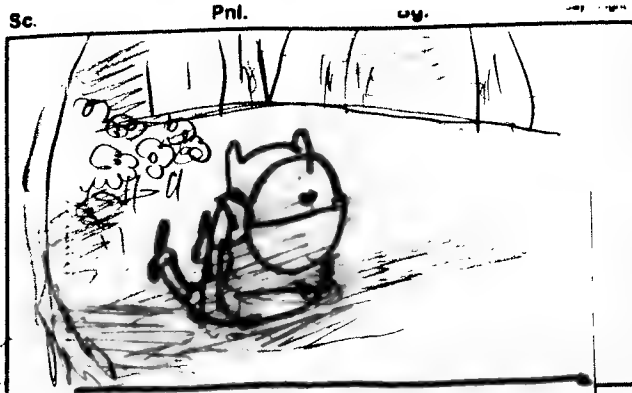
AAA!

Timing:



Flip
this
layout.

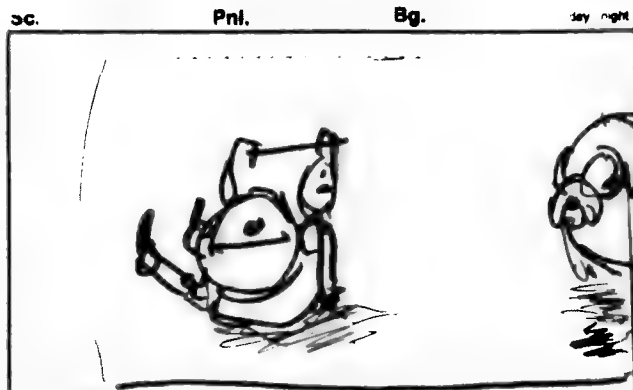




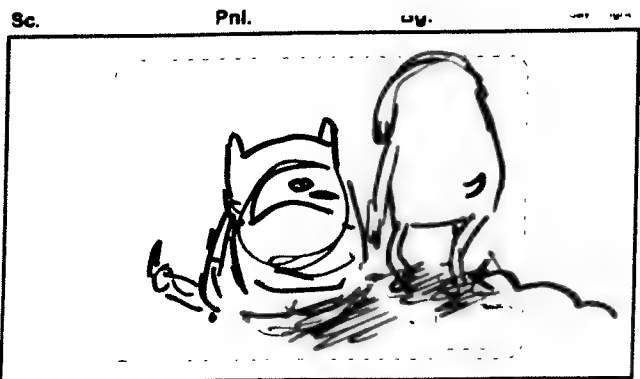
Dialog:

Action:

Timing:



Hey ~~Fin~~ ^{Fin}, you ok?

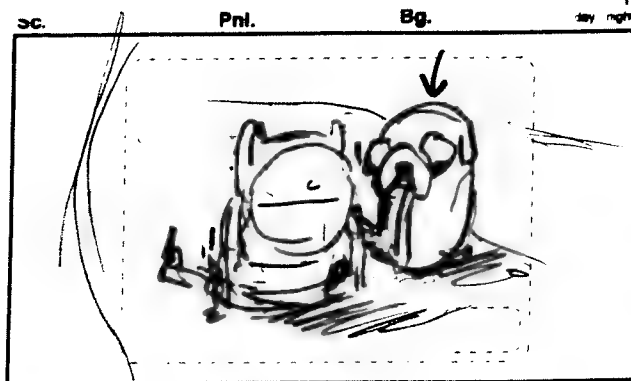


Dialog:

F: I'm all bummed out.
about those flying gnomes.

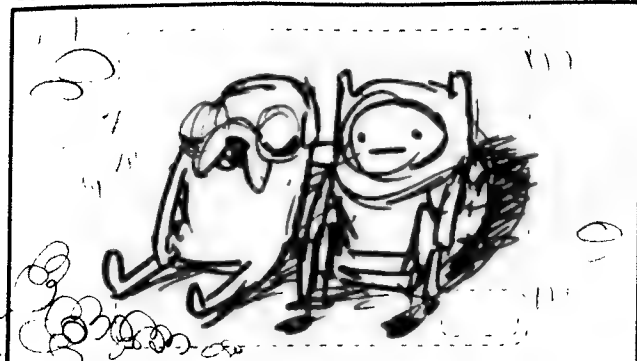
Action:

Timing:

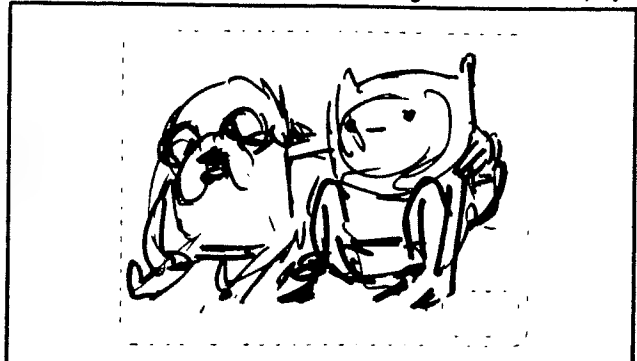


Take: wow man, don't let
~~those~~ creeps like that
get you down.

Sc. Pnl. Wg. day night

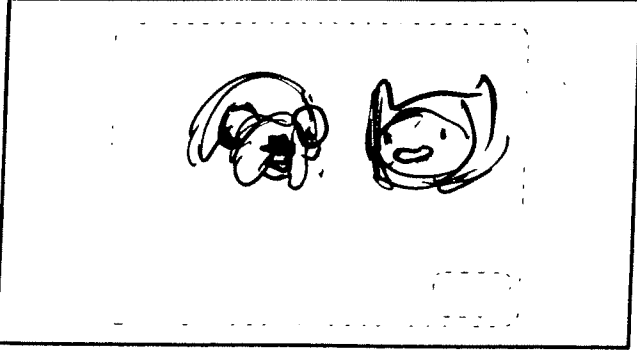


Sc. Pnl. Bg. day night



Dialog:	this place is crazy	The only way to
Action:	Finn: These trials These trials	win is to never
Timing:	are designed to test your	give up.
	will as well as your strength	
	apparently.	

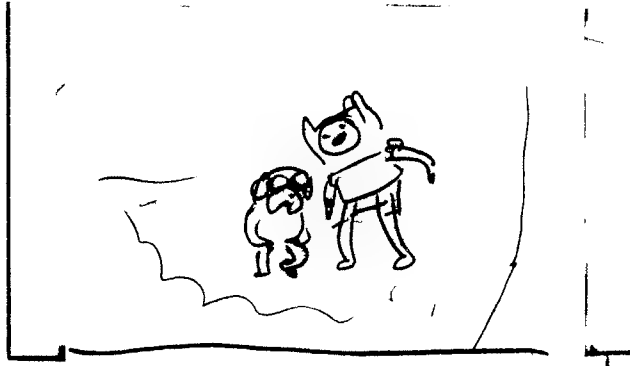
Sc. Pnl. Wg. day night



Sc. Pnl. Bg. day night

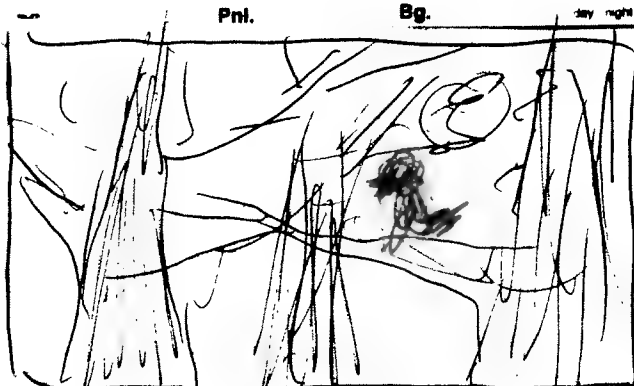
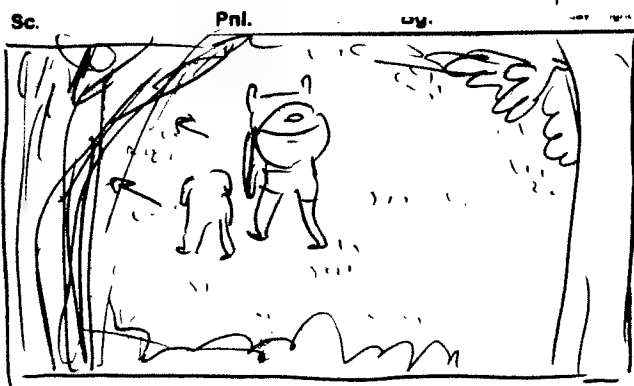


Dialog:	D: so lets go get that	F: Yeah!
Action:	book and get outa here.	
Timing:		



Di: F: You're the smartest ^{'re right}
 Ac: ~~DOG~~ I
 Th: know
 mch.

F: I'm lucky you're my buddy.



J: right back
 at ehg, psl.

CAW CAW,



E: ~~Are~~ we even on
 'join' in the
 right direction
 anymore?

Sc.



I'll check.

Dialer

Active

Florida

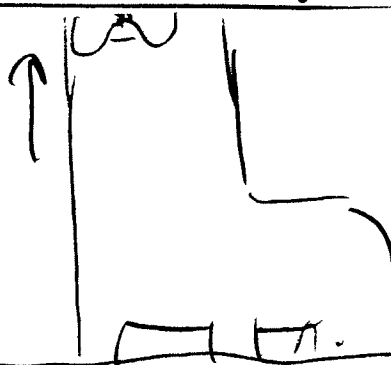


3C.

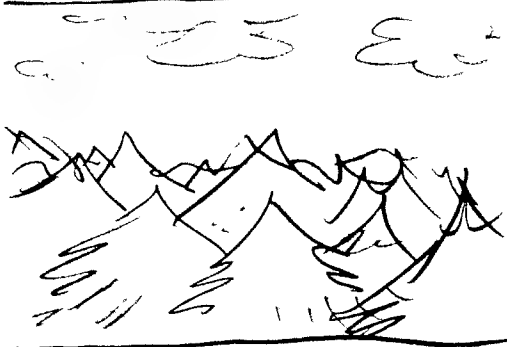
Pnl.

Bq.

day night



Sc.



Dialog:

Action:

Timing:

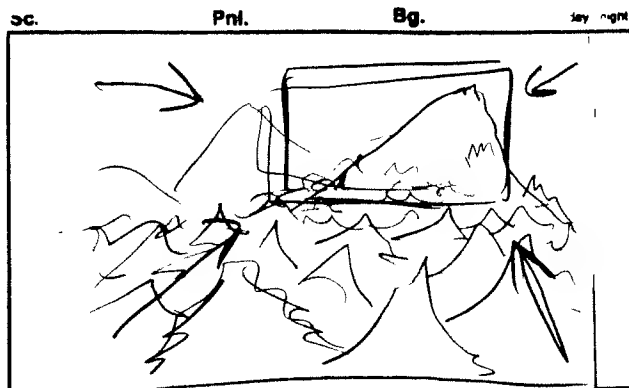
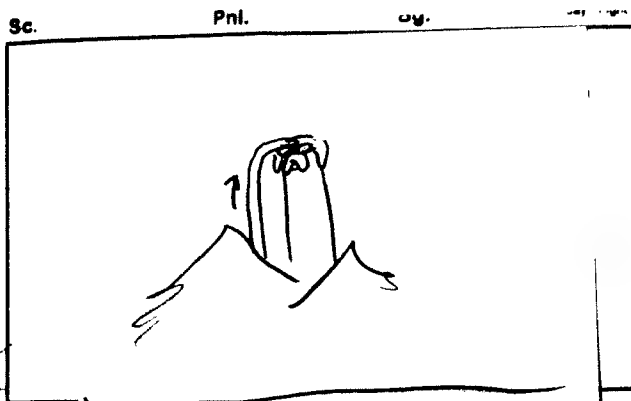
SC.

Pnl.

Bg.

day night



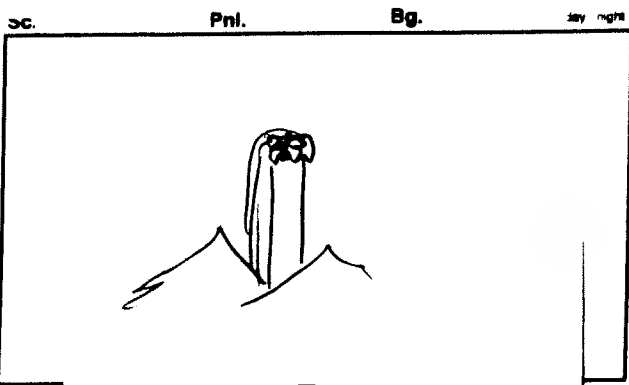
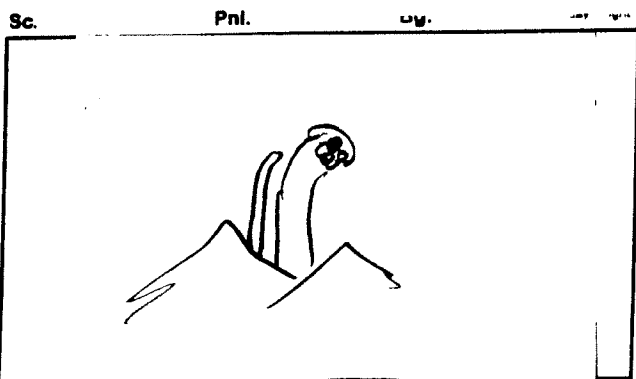


Dialog:

Hmm

Action:

Timing:



Dialog:

Yeah, I think this
is right...

Action:

...But I better stay up here,
make sure we stay
on course.

Timing:

Sc. Pnl. Cg. say right



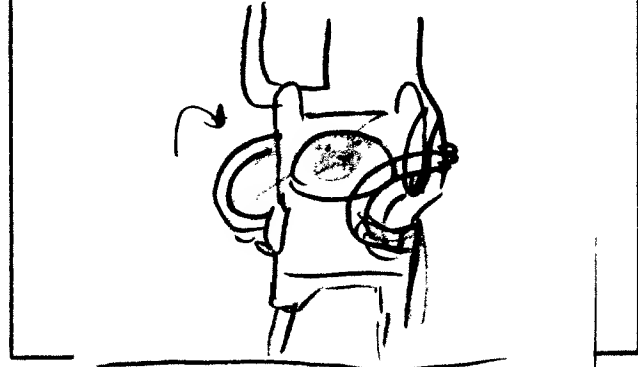
Dialog:

Jake: (for a long) oh, hehe.

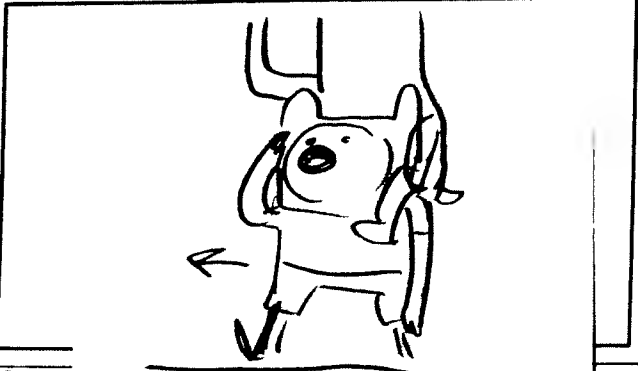
Action:

Timing:

Sc. Pnl. Bg. say right



Sc. Pnl. Cg. say right



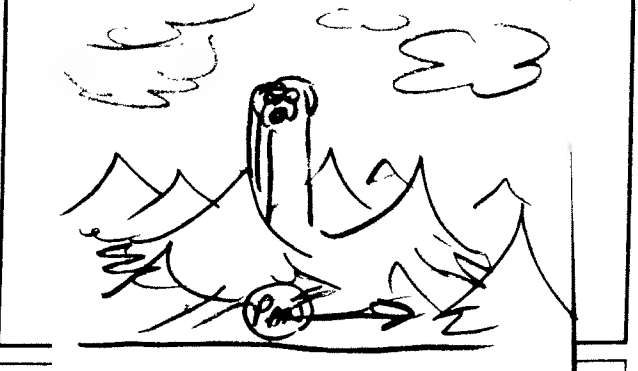
Dialog:

tell me if I walk
in the wrong
direction.

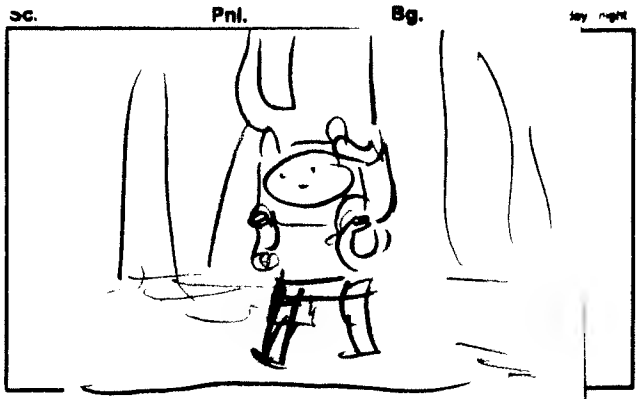
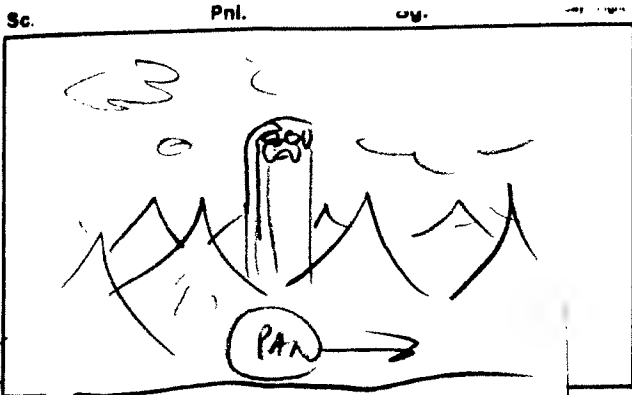
Action:

Timing:

Sc. Pnl. Bg. say right



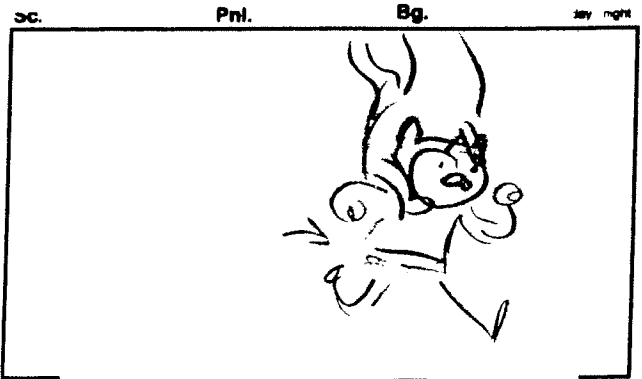
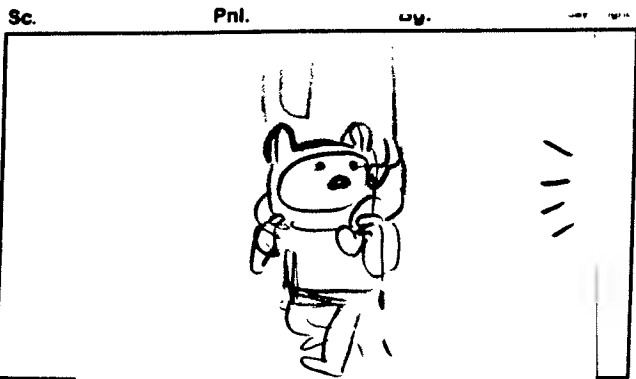
Jake: ok?y.



Dialog:

Action:

Timing:



Dialog:

(O.S.) Wee hoo o hanna
(crying.)

Action:

Timing:

Sc.

Pnl.

cg.

lay right

Sc.

Pnl.

Bg.

lay right



Dialog

Sake! Wrong direction.

Action:

Timing:

E Jake! I hear someone
in trouble again!

Sc.

Pnl.

cg.

lay right

Sc.

Pnl.

Bg.

lay right



Dialog:

(o.s.) weewoooo!
(crying)

Action:

Timing:



voice:

It's Polly just...

(hard to
hear)

Sc.
Pnl.
cg.
sc.
Pnl.
Bg.
Page _____



Dialog: (jake slides down.)


Action:

Timing:



Jake; dude, its prolly just another trick.


Sc.
Pnl.
cg.
sc.
Pnl.
Bg.
Page _____



Dialog: The Book is that way.

Action:

Timing:



But somebody might be in danger, Jake.

... I can't just ignore ~~someone~~ someone crying.

Sc.
Pnl.
Sc.
Pnl.
Bg.
Page





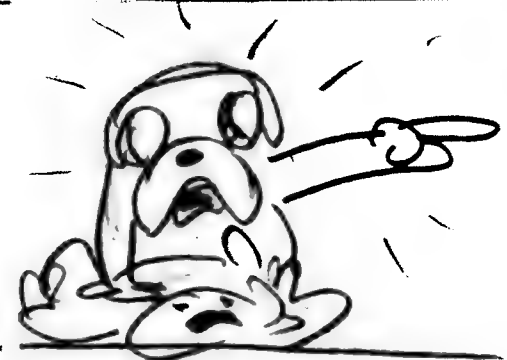
Dialog: * SCREECH!!!


Action:

Timing:

SCREECH!!
SCREECH!!

Sc.
Pnl.
Sc.
Pnl.
Bg.
Page



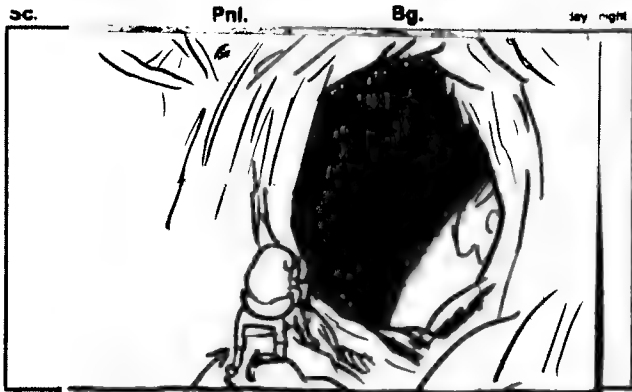


Dialog: WRONG DIRECTION
DUDE!

Action:

Timing:

No joke, I think
he's hurt.

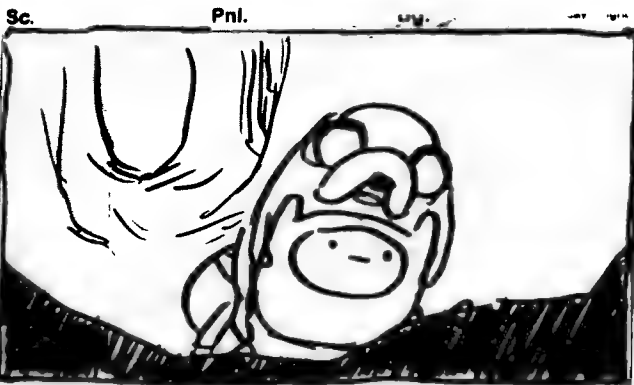


Dialog

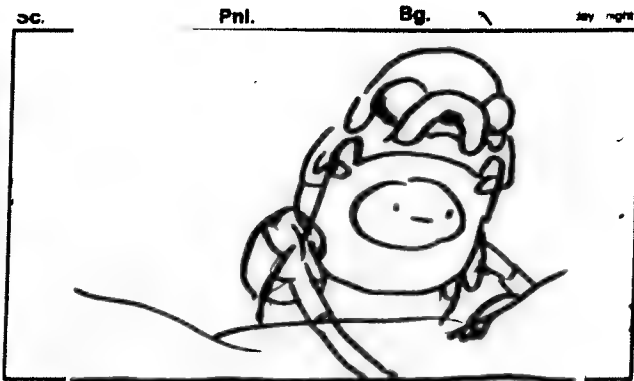
whimper
whimper

Action

Timing:

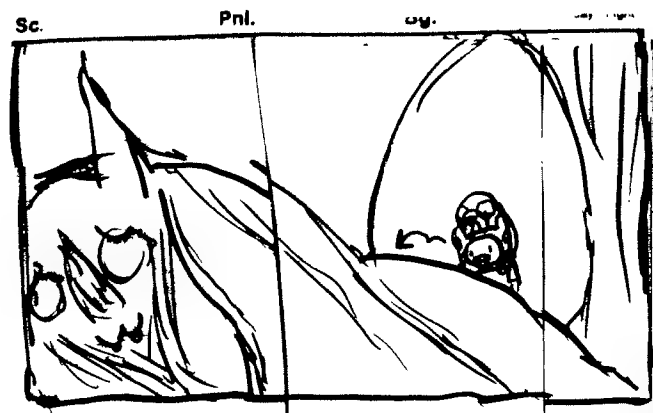


J: You sure about
this, Fin?

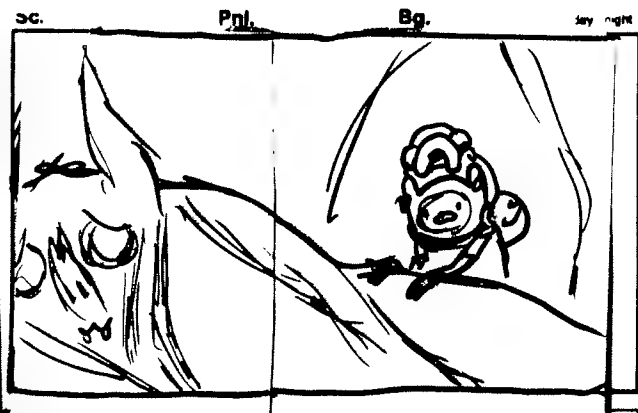


F: mmm hmm

Timing:



hey buddy... you ok?

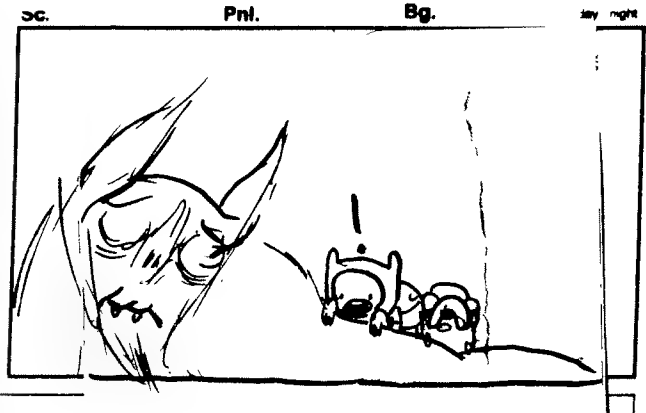


Do you speak english?

Timing:



BAT: *screechy*
screech
screech



F: Oh!

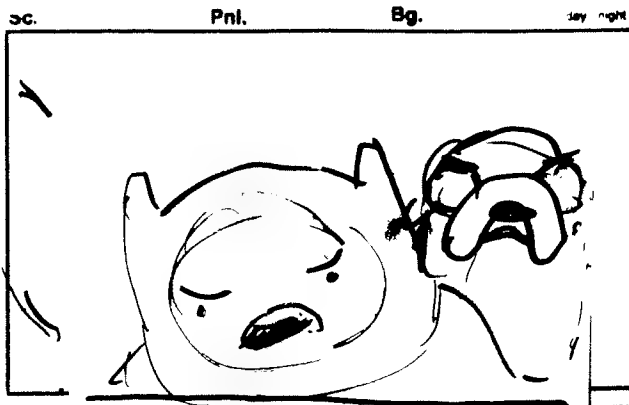


Dialog:

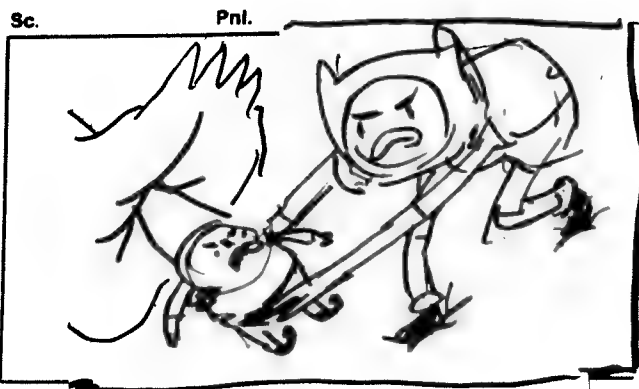
(Horrible Jabbing)

Action:

Timing:



AWW men

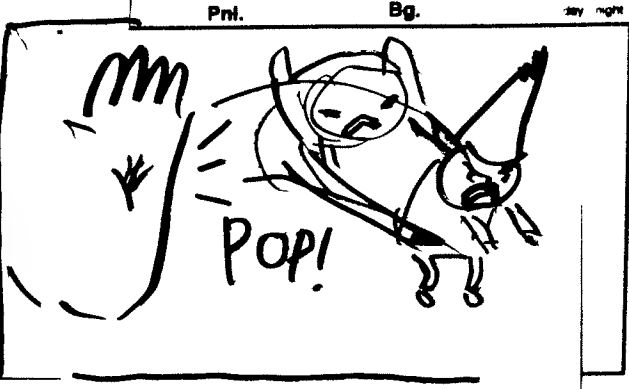


Dialog:

These guys
are horrible!

Action:

Timing:

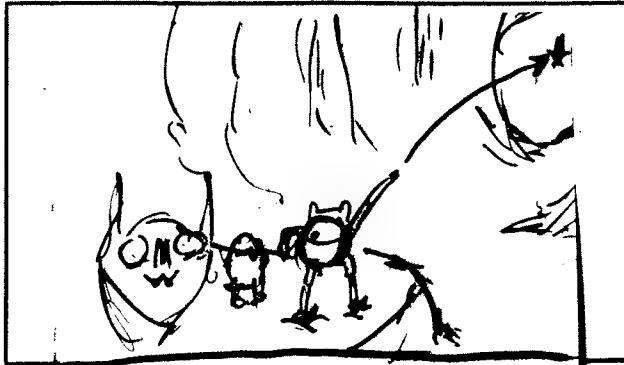


(Fin pulls gnome
out of bats foot)

Sc. Pnl. day night



Sc. Pnl. Bg. day night



Dialog:

P: Get

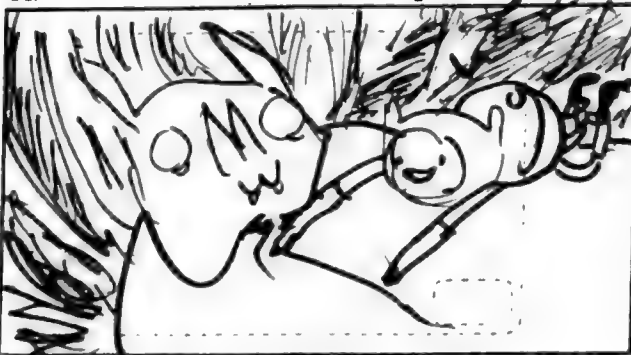
Action:

Timing:

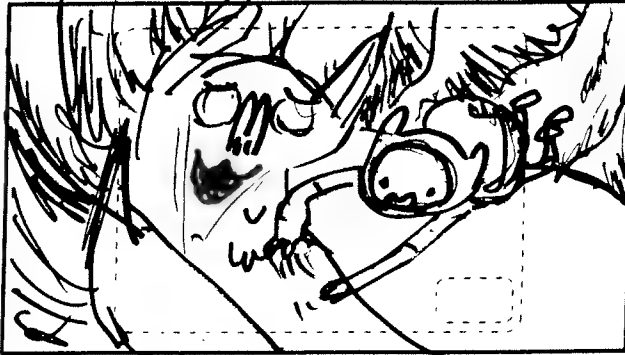
P: out a here!

Gnome: "RAAAAAAAAAA"

Sc. Pnl. day night



Sc. Pnl. Bg. day night



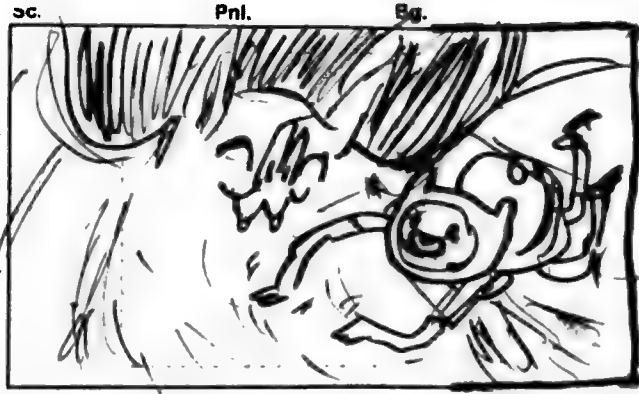
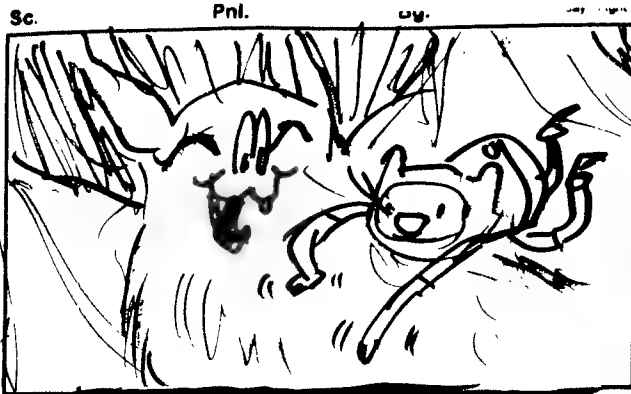
Dialog:

There we
go...

Action:

Timing:

You feel
better pal?
squeek squeek



Dialog:

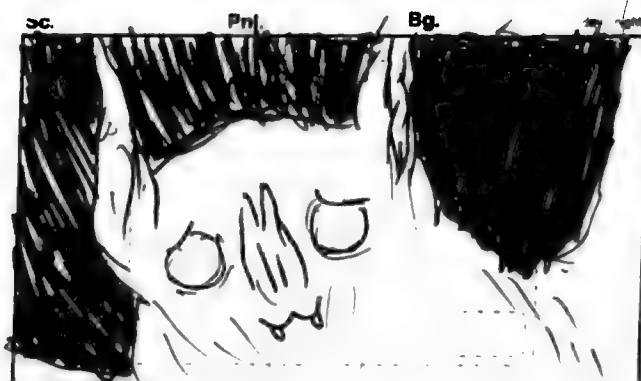
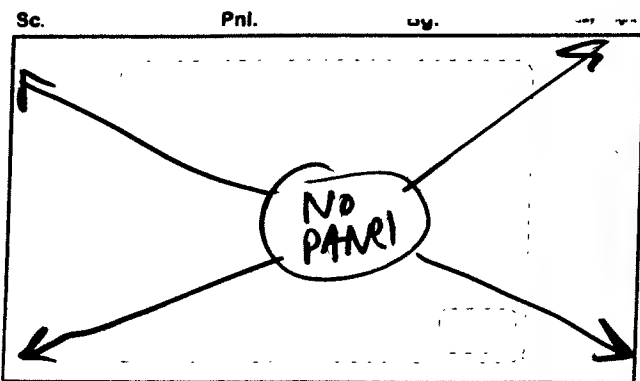
Action:

Timing:

Wheh!
You feel all
happy
now?

FiGa ha ha ha!!
B: squeak & squeak!
(bats tickled)

(Fin tickles the bats stomach)



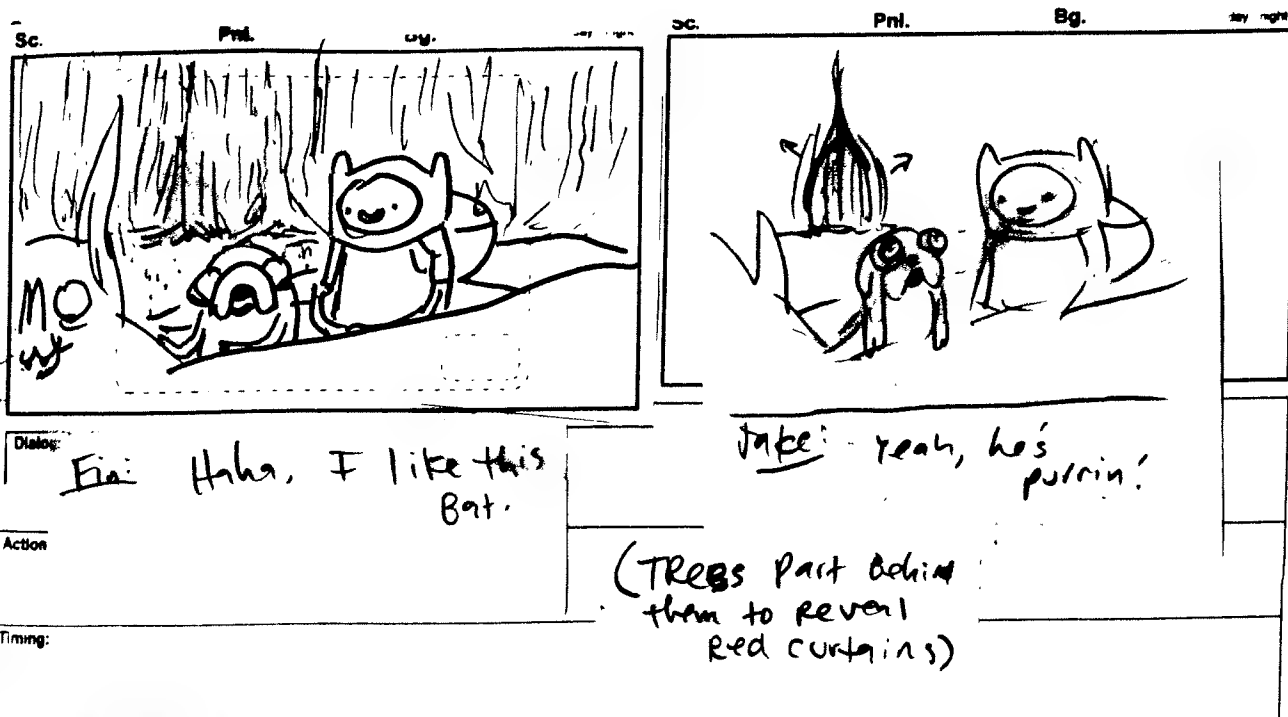
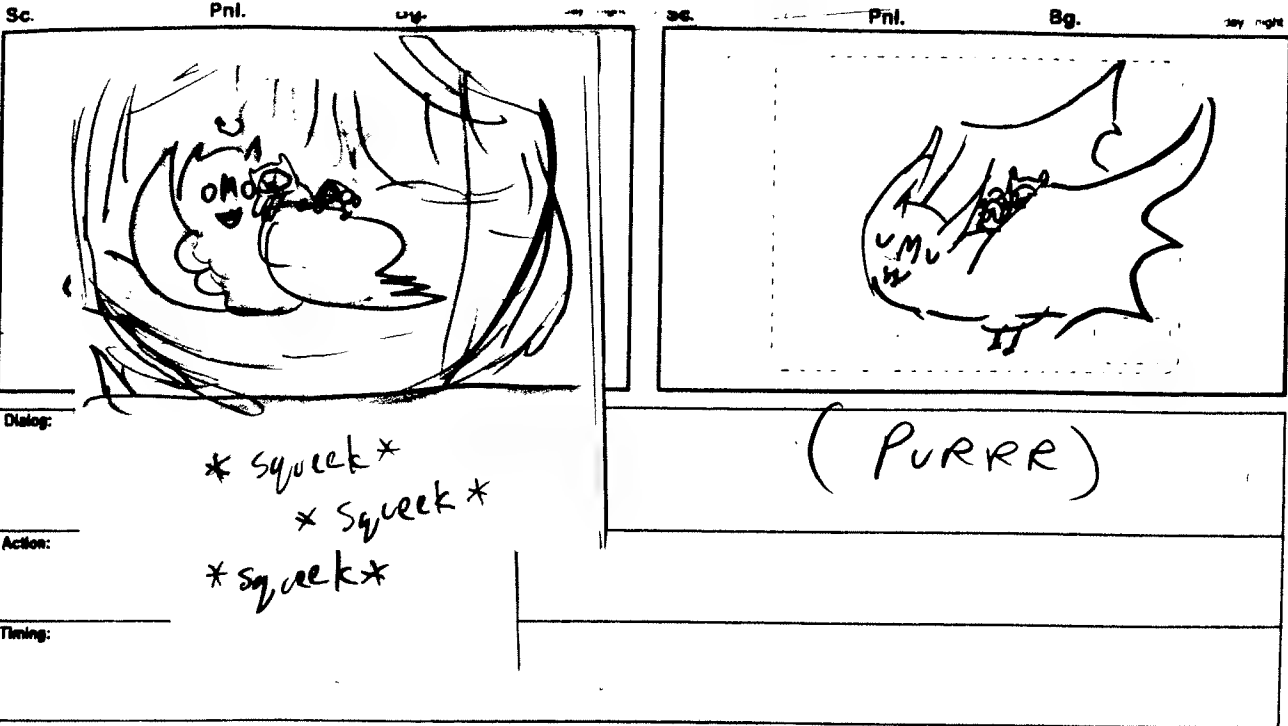
Dialog:

Action:

Timing:

(inner dialogue)

Bh Fin! if only
you could ~~be~~ understand
me. I could
express how happy
you've made me feel.



Sc. Pnl. day night



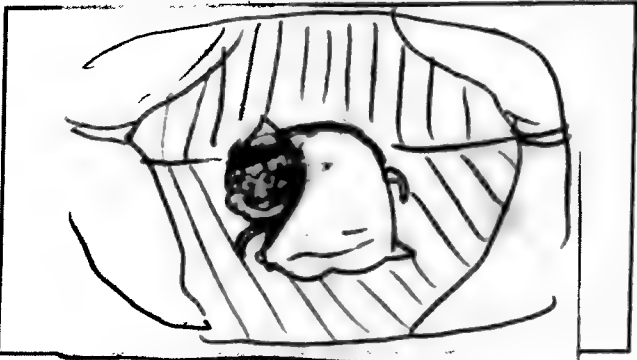
Dialog:
(50's music ramps up.)
Action:
Timing:

Sc. Pnl. Bg. day night



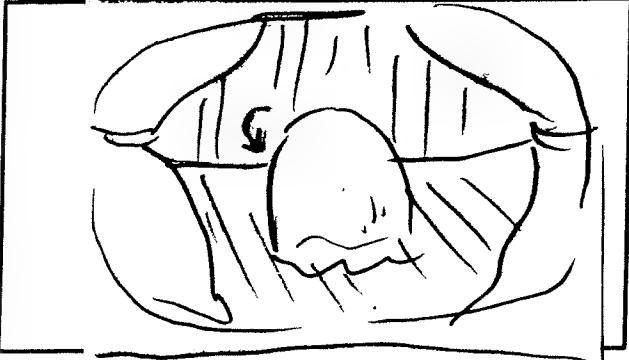
(a little ~~red~~ red velvet
curtain opens up
between some trees behind
them.
a little gondrop lass is
sashaying in a poodle
skirt)

Sc. Pnl. day night



Dialog:
(evil chuckle)
Action:
Timing:

Sc. Pnl. day night



Sc.

Pnl.

cg.

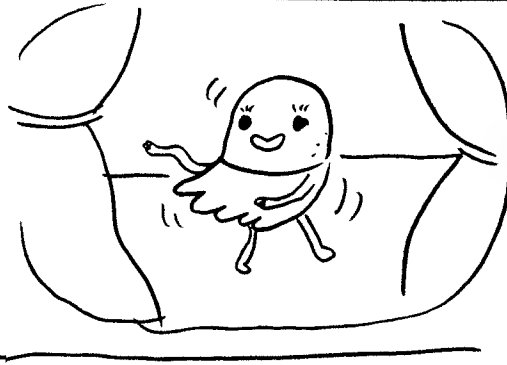
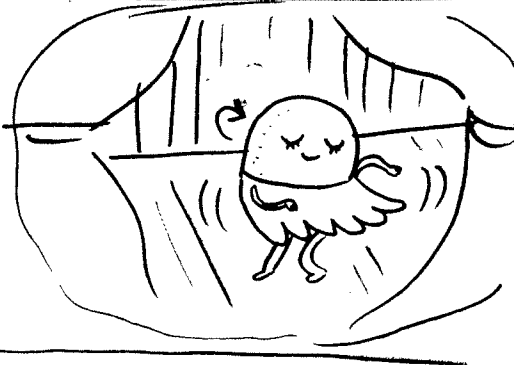
day night

Sc.

Pnl.

Bg.

day night



Dialog:

♪ "only the lonely..." ♪

Action:

Timing:

(evil voice)

hey Fin,
come dance
with me!



Sc.

Pnl.

cg.

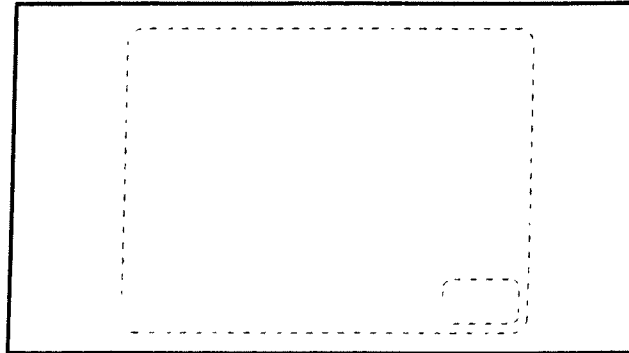
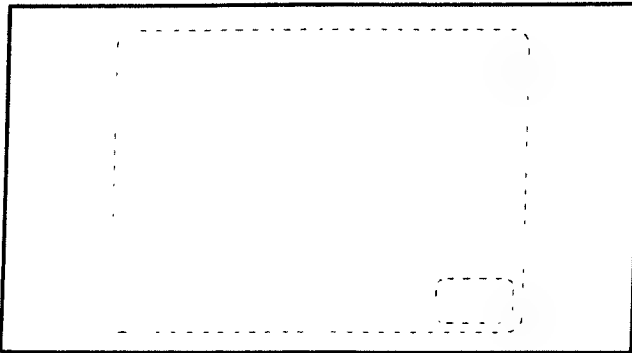
day night

Sc.

Pnl.

Bg.

day night

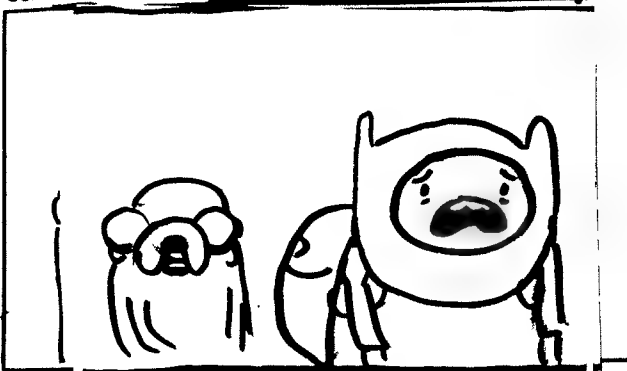


Dialog:

Action:

Timing:

Sc. Pnl. Cg. day night

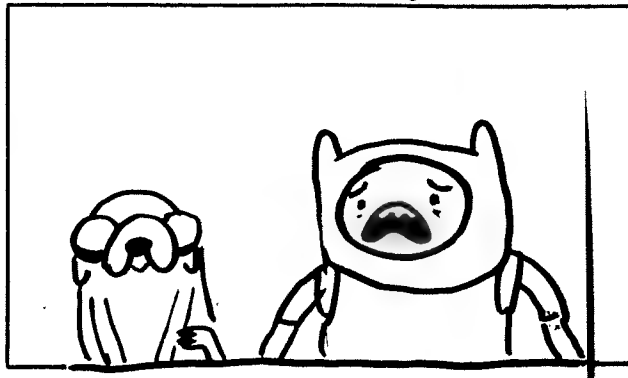


Dialog:

Action:

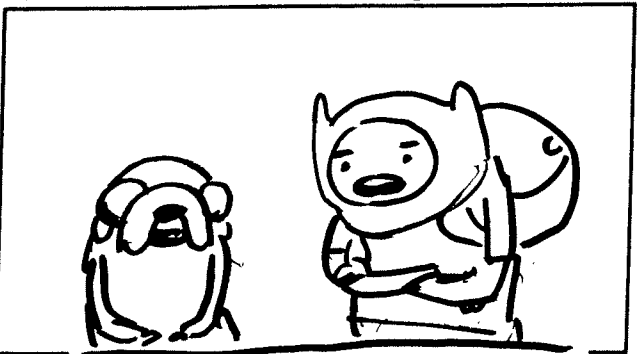
Timing:

Sc. Pnl. Bg. day night



F: What kind of
trial is that?!

Sc. Pnl. Cg. day night



Dialog:
"I'm sick of these
trials Jake."

Action:
Jake: heh!


Timing:

Sc. Pnl. Bg. day night

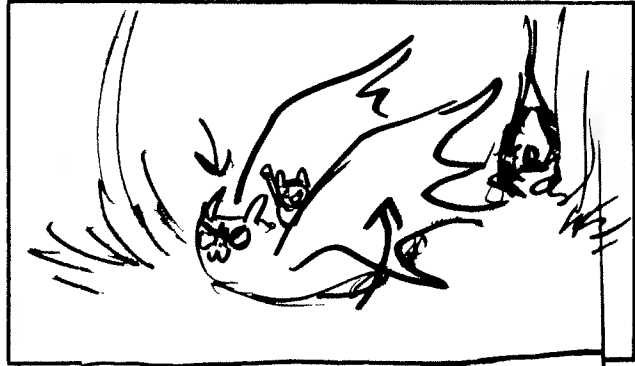


F: Can you
take us to
the top of
the mountain,
my friend?

Sc. Pnl. Cg.



Sc. Pnl. Bg. say right



Dialog:

* squeek! *


* squeek! *

Action:

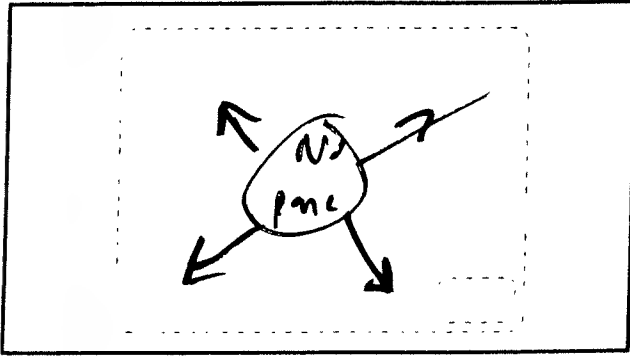
Timing:

then
lets
go!!

Sc. Pnl. Cg.



Sc. Pnl. Bg. say right

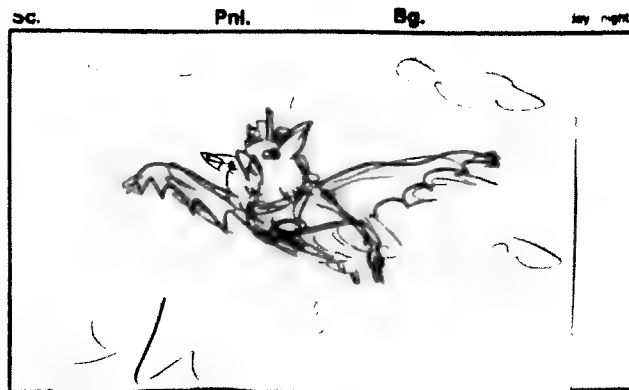
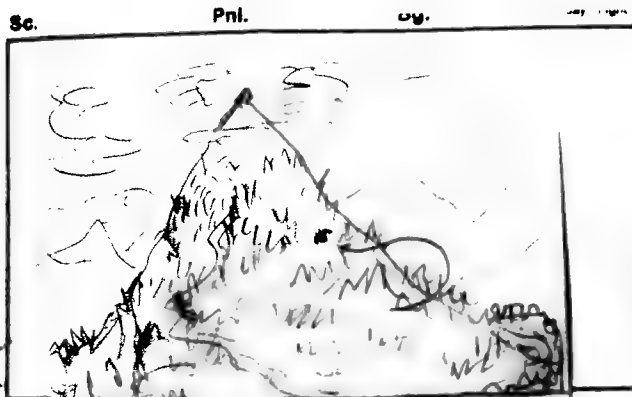


Dialog:

(they shoot
up out of
the forest on
the bat)

Action:

Timing:

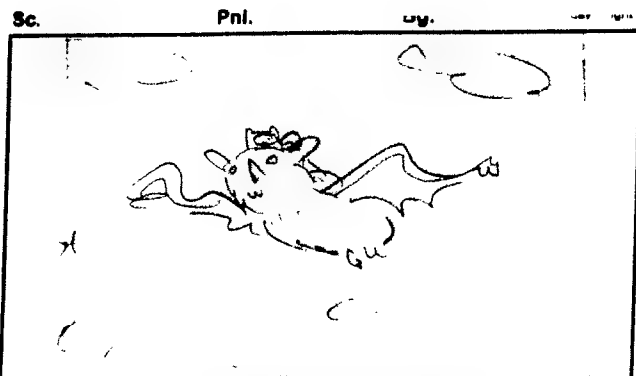


Dialog: afternoon,
(nearing sunset)

Action:

Timing:

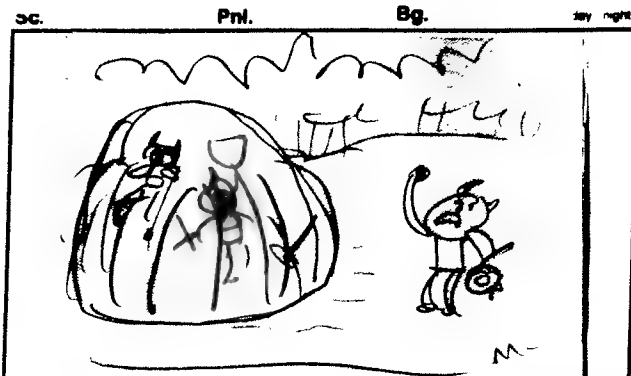
Yeaahh!!!



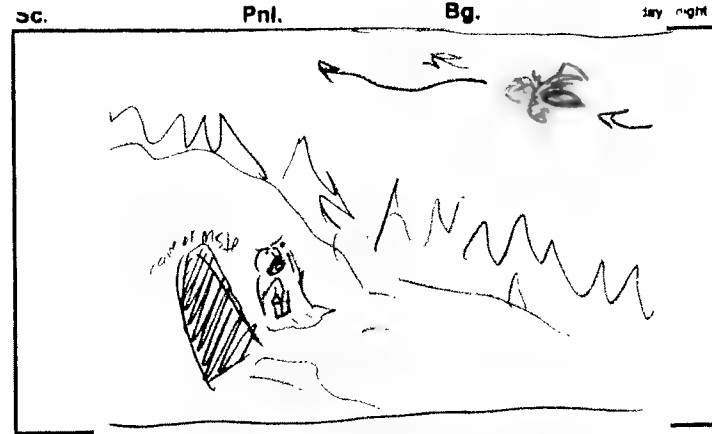
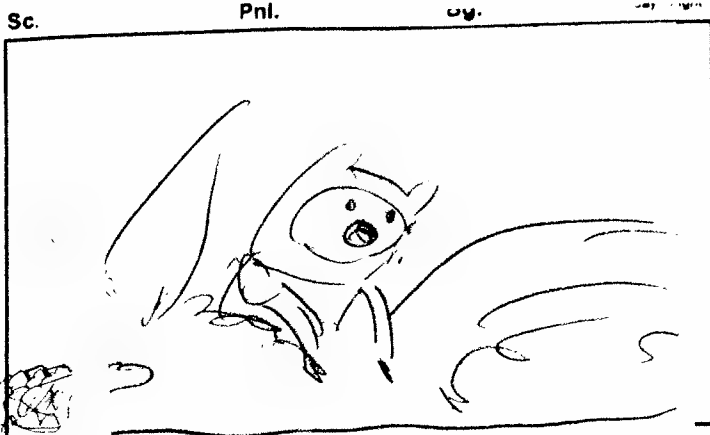
Dialog: (o.s.) Hey, you!

Action:

Timing:



Where You think
You're going!?



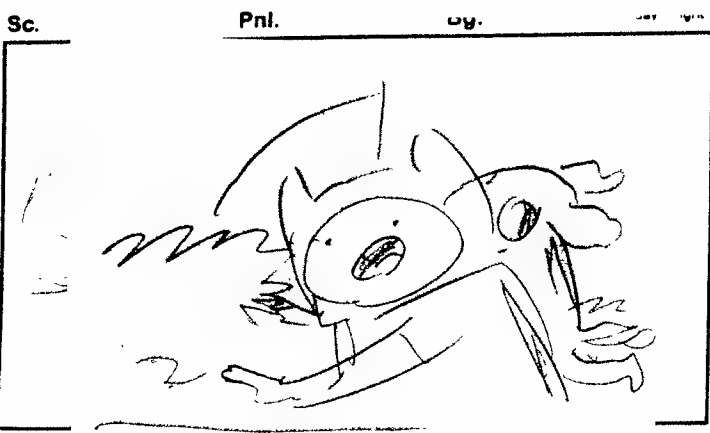
Dialog:

going to the top!

Ghost: ~~you can't skip the trials!~~
you can't skip the trials!

Action:

Timing:

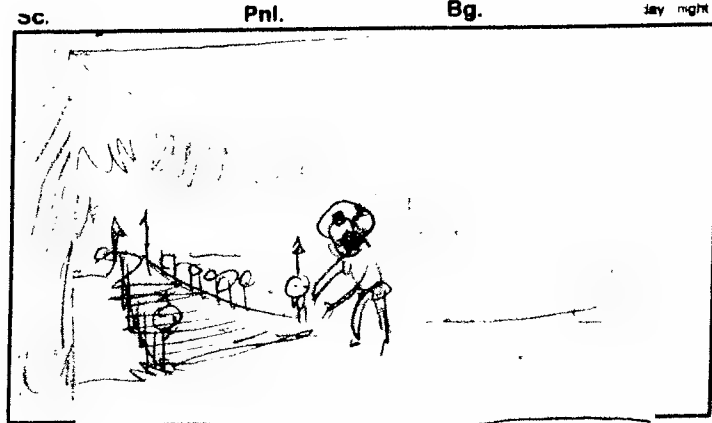


Dialog:

Fin: Yes I can!

Action:

Timing:



don't you want to conquer skeleton bridge!?



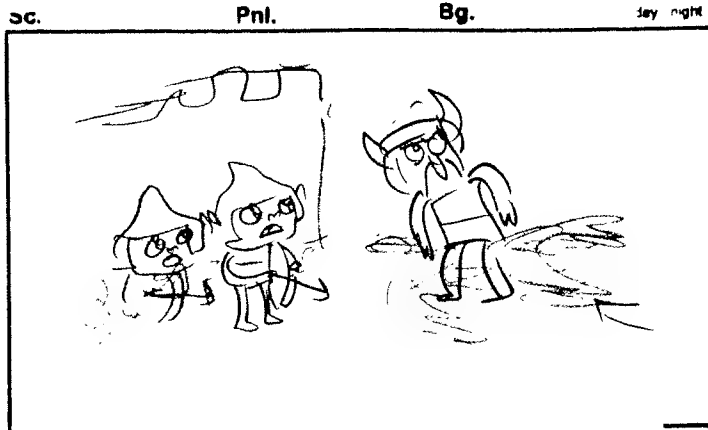


Dialog:

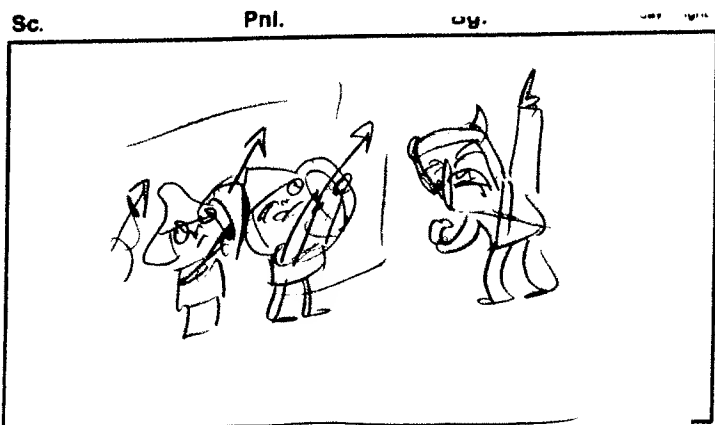
That Boy must be
Stopped!

Action:

Timing:



Fin. ^(O.S.) No he doesn't!

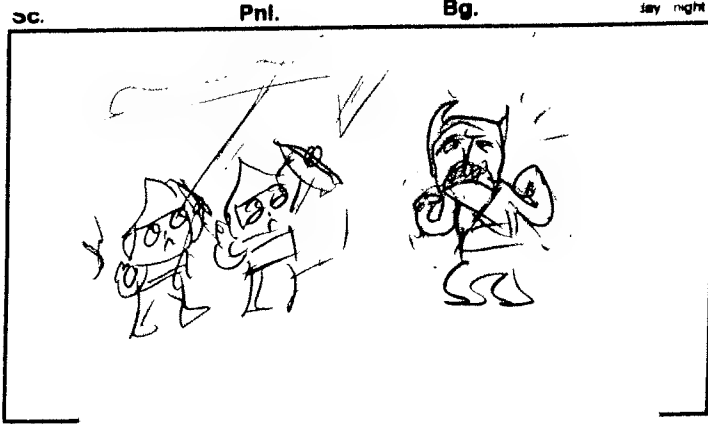


Dialog:

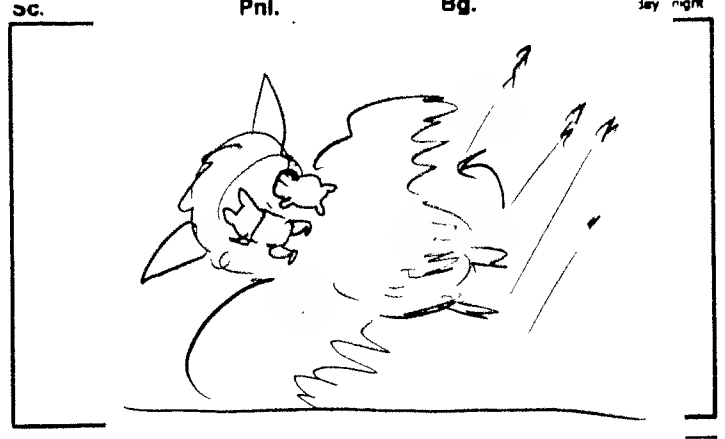
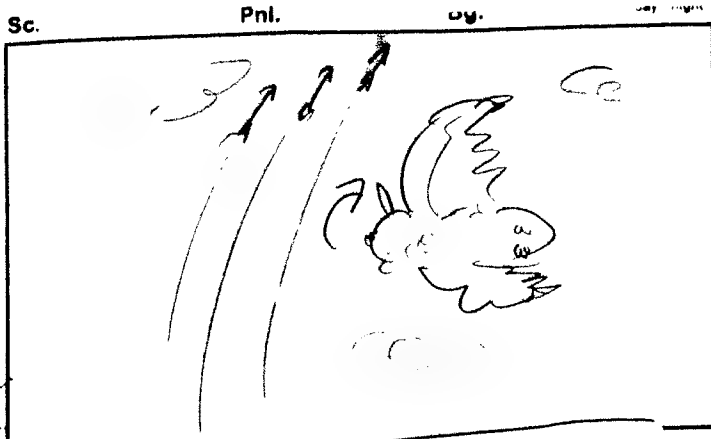
Aim!

Action:

Timing:



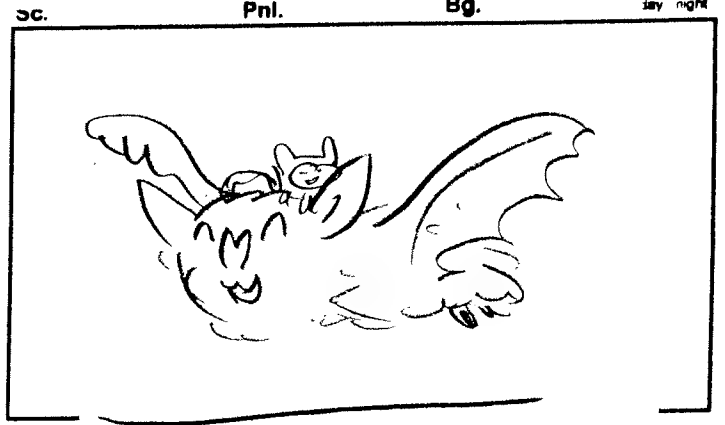
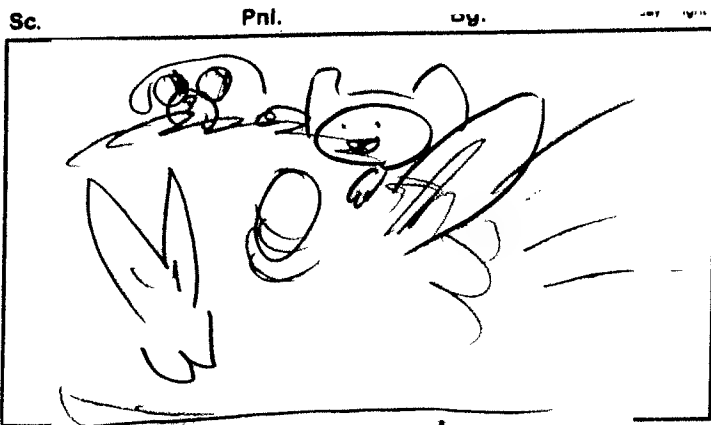
Fire!



Dialog: (Dodge)

Action:

Timing:



Dialog: Haha! good moves
man!

Dialog: (squeek
squeek)

Action:

Timing:

Sc. Pnl. Pg. day night



Sc. Pnl. Bg. day night



Your wing!

Dial

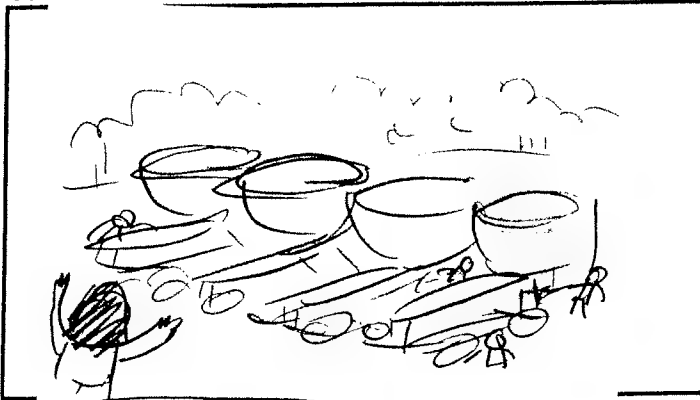
Acti

Timing:

Sc. Pnl. Pg. day night



Sc. Pnl. Bg. day night

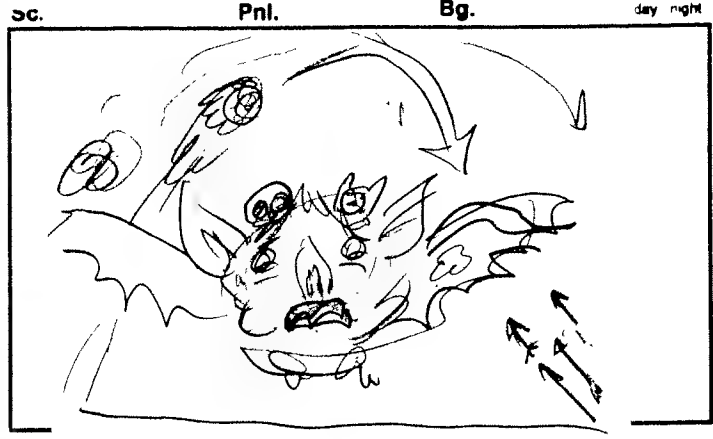
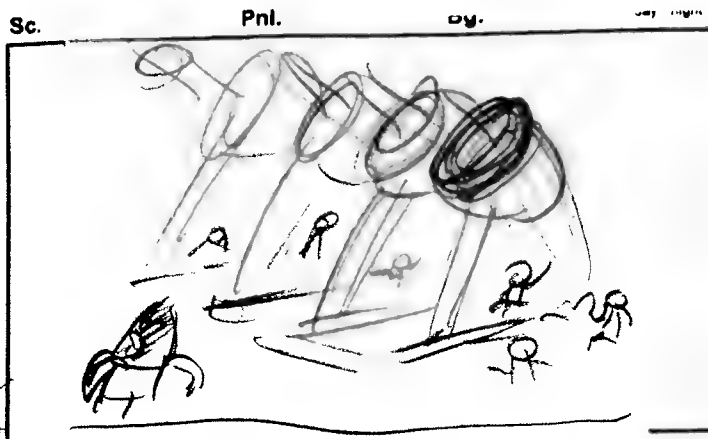


Fire the
Firey Fireballs!

Dialog:

Action:

Timing:



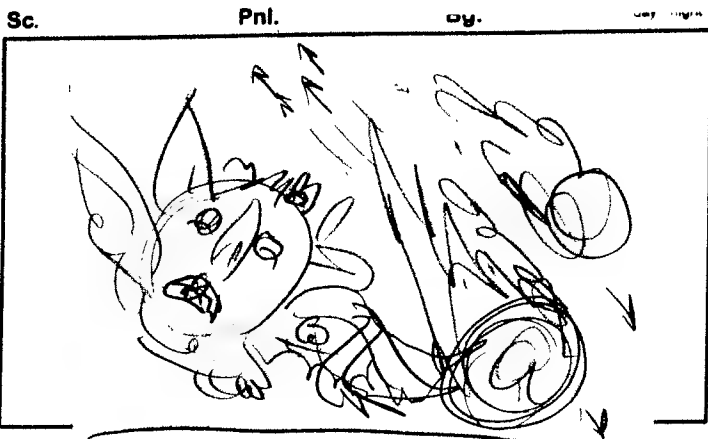
Dialog:

~~Charge!~~

(lots of stuff
gloating up)

Action:

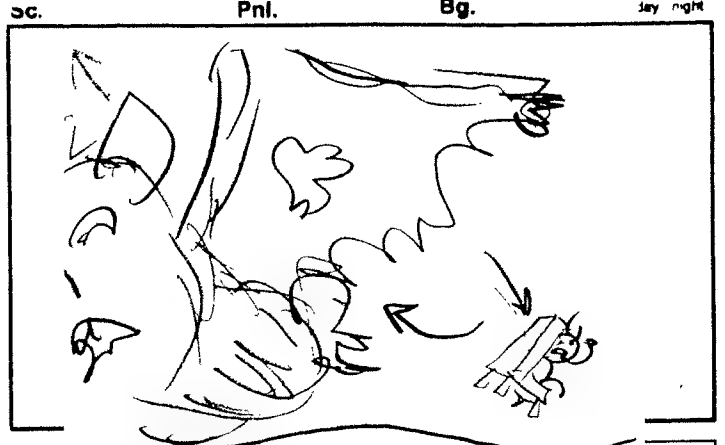
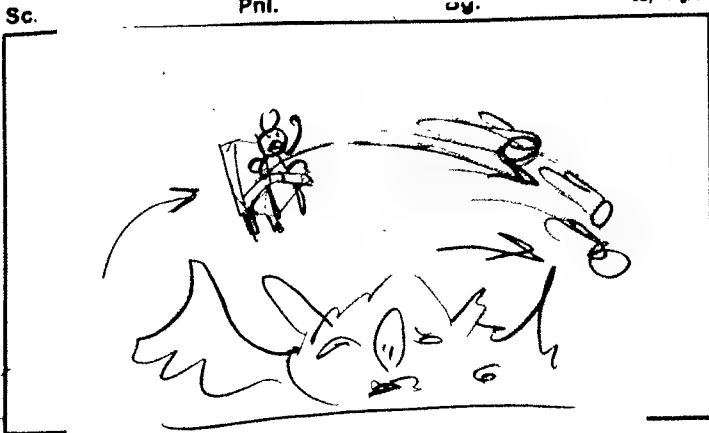
Timing:



Dialog:

Action:

Timing:

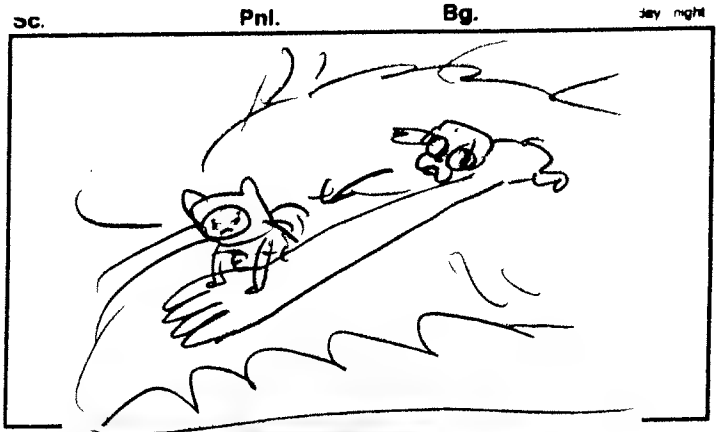


Dialog:

~'screech!~

Action:

Timing:



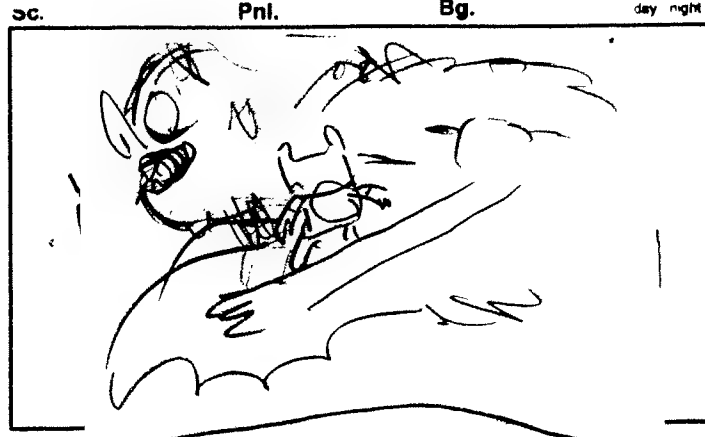
Dialog:

Fin: Hey Jake, You think you can plug this hole?

Action:

Jake: yeah man.

Timing:

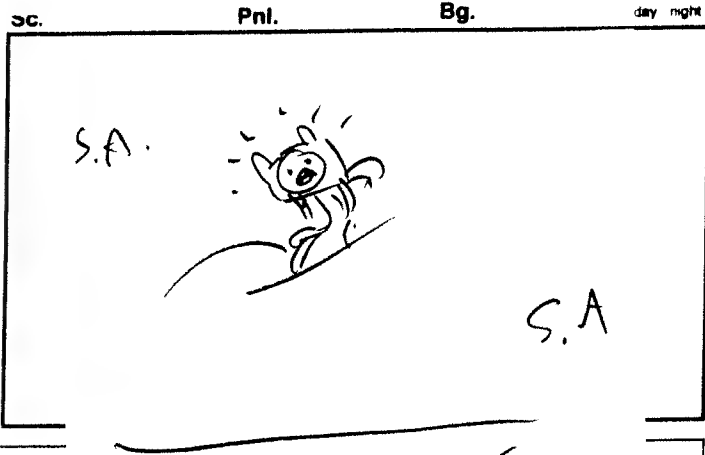


Dialog: Is that better for ya?!

Action:

Timing:

Bat: SQUAWK!
Fin: Okay good.



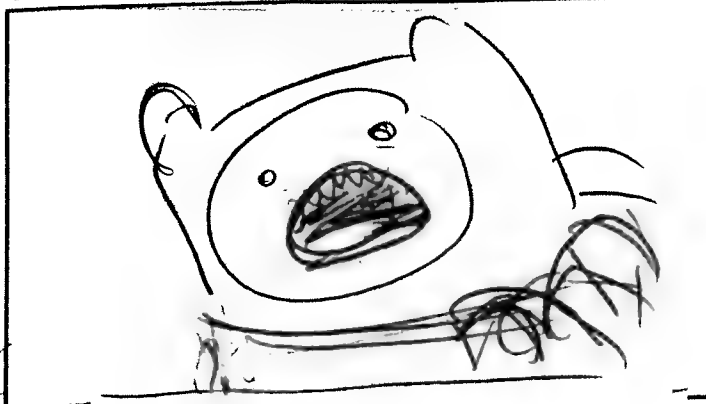
Dialog: Gobble Gobble Gobble

Action:

Timing:

GASP!

Sc. Pnl. day night



Dialog:

Gobble Goblins!!

Action:

Timing:

Sc. Pnl. Bg. day night



Gobble Gobble Gobble!

Sc. Pnl. day night

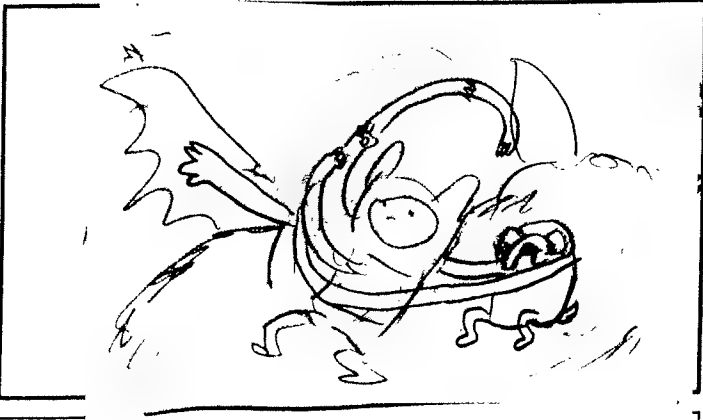


Dialog:

Action:

Timing:

Sc. Pnl. Bg. day night



Sc. Pnl. Bg. day night



Dialog:

Action:

Timing:

Sc. Pnl. Bg. day night



(~~SLAP~~ SLAP, SLIP, SLAP)

Sc. Pnl. Bg. day night



Dialog:
ooh, ow, ooh, oh...

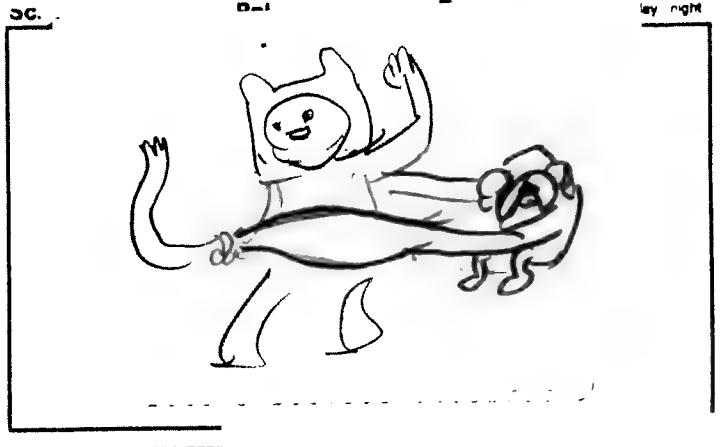
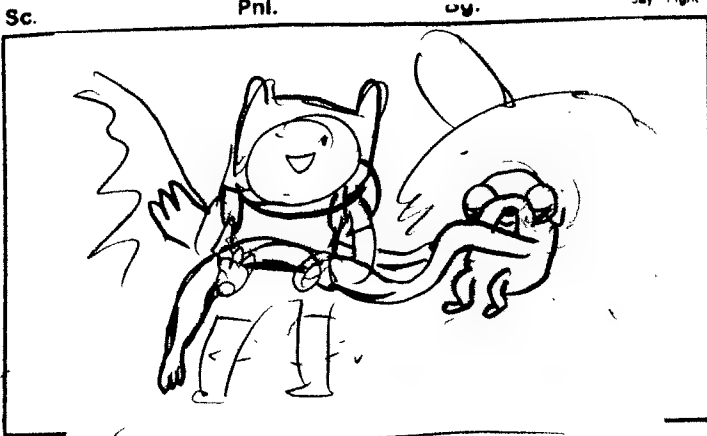
Action:

Timing:

Sc. Pnl. Bg. day night



Gobble Gobble
Gobble
Gobble.



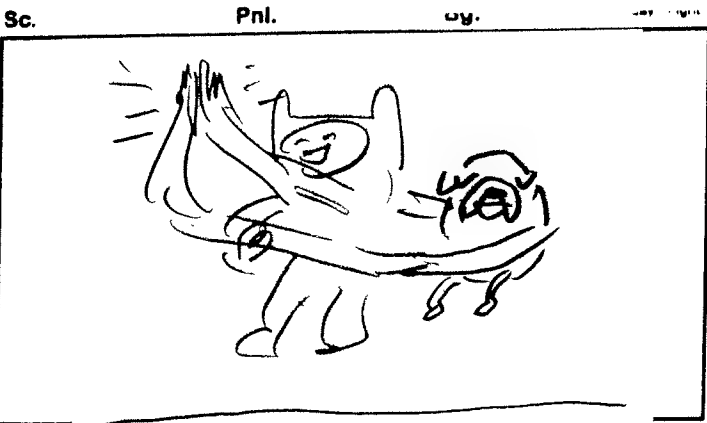
Dialog:

Fin & Jake:
Hahaha, yeah.

Action:

Timing:

(Switch placement
of characters
around)



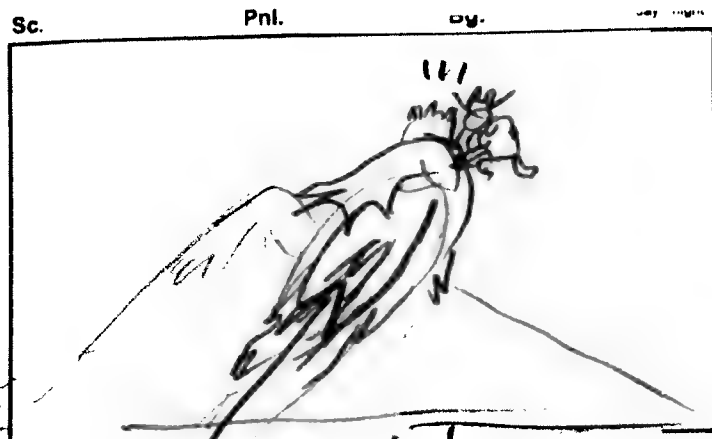
Dialog:

F: Neo logical!!

Action:

Timing:

(they're almost there)



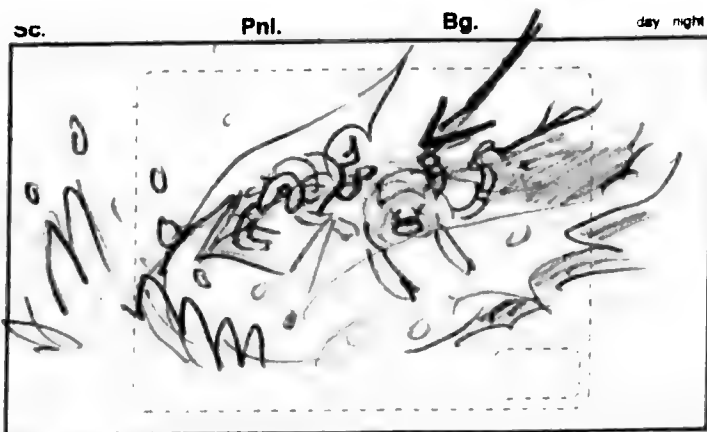
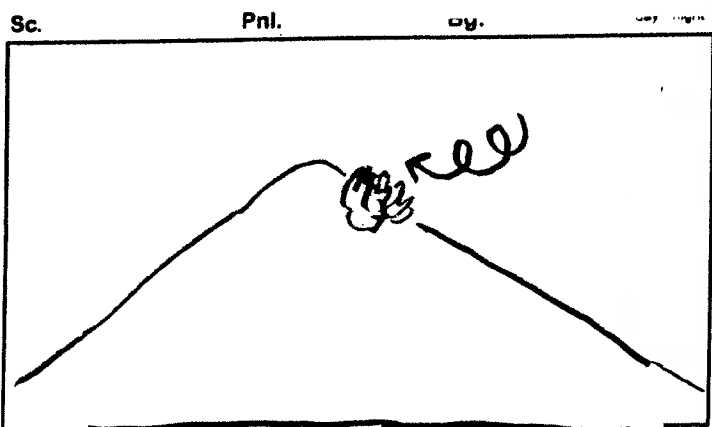
Dialog:

oh!
(Fireball hits them.)

Action:

(everyone is knocked out)

Timing:



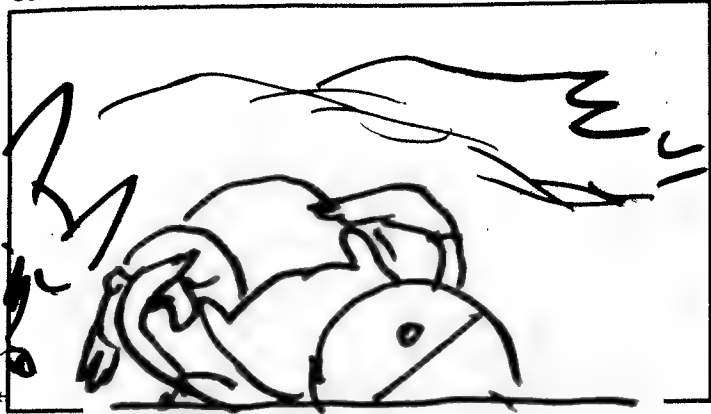
Dialog:

CRASH!

Action:

Timing:

Sc. Pnl. Pg. day night



Dialog: ohh!

Action:

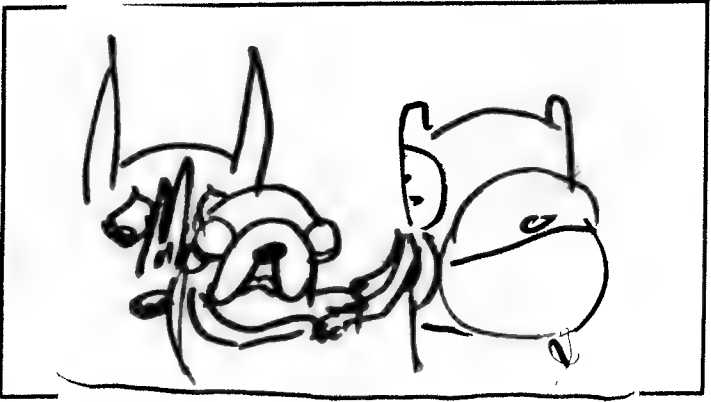
Timing:

Sc. Pnl. Bg. day night



oh.. are you guys ok?

Sc. Pnl. Pg. day night



Dialog: Yesh I think so. *squeek squeek*

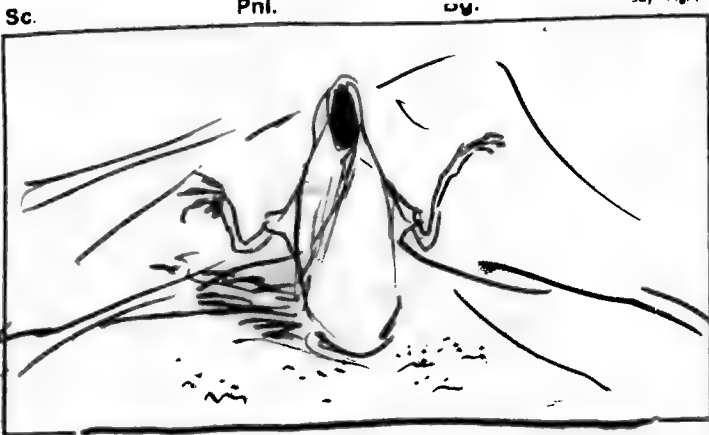
Action:

Timing:

Sc. Pnl. Bg. day night



Evil Voice: Congratulations Warrior... (OS)



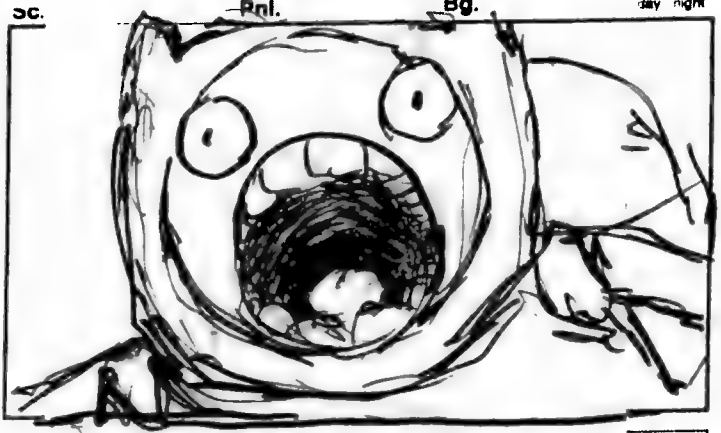
Dialog:

You have passed the
14 trials of Cragdor.

Action:

Timing:

Now you may
Join my ^{evil} legion
as a Dark Prince,
and together we ~~can~~ can
spread chaos and
terror across
the land of Ooo!!



Dialog:

Never!

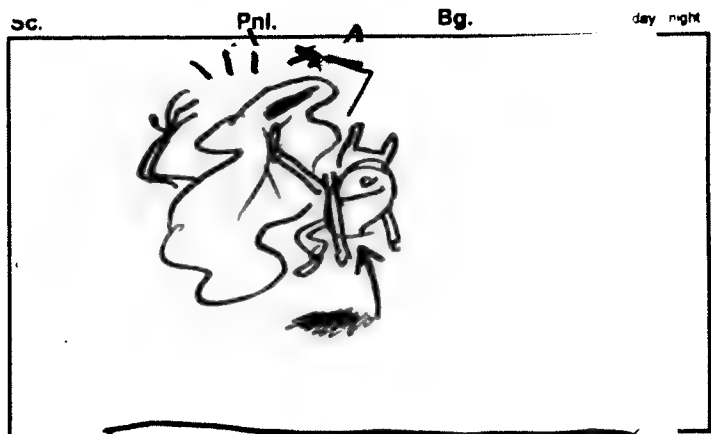
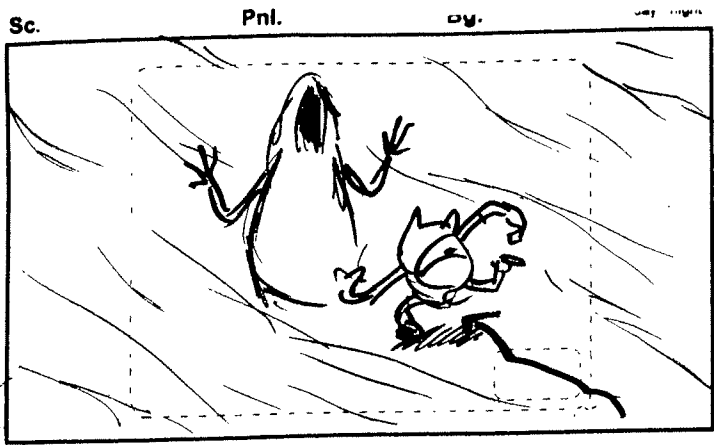
Action:

Timing:

NEVERRR!

/

e)



Dialog:

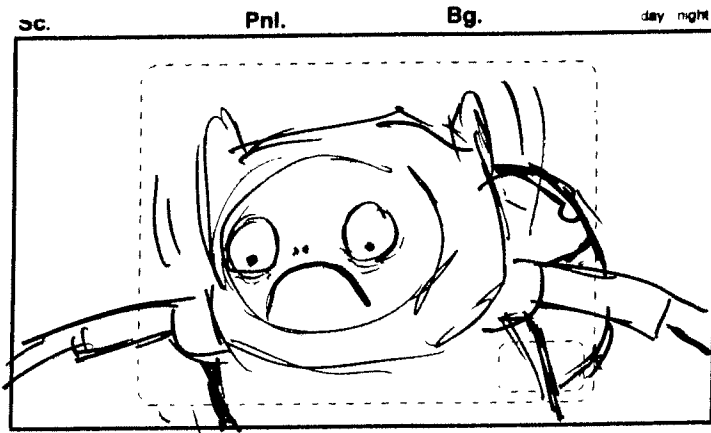
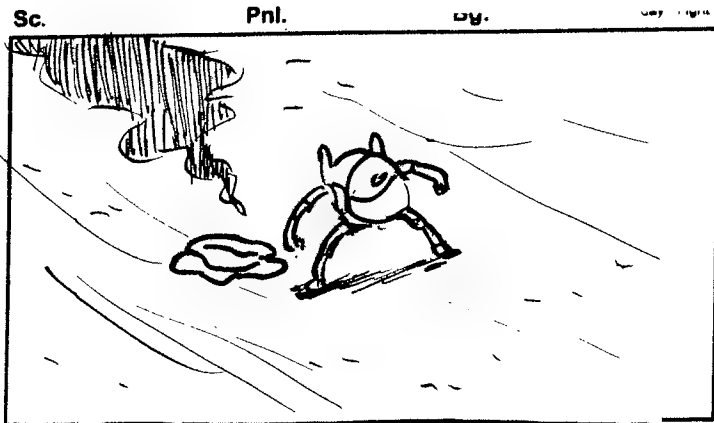
eh eh!

kick!

evil: "Noooo!!!"
thing

Action:

Timing:

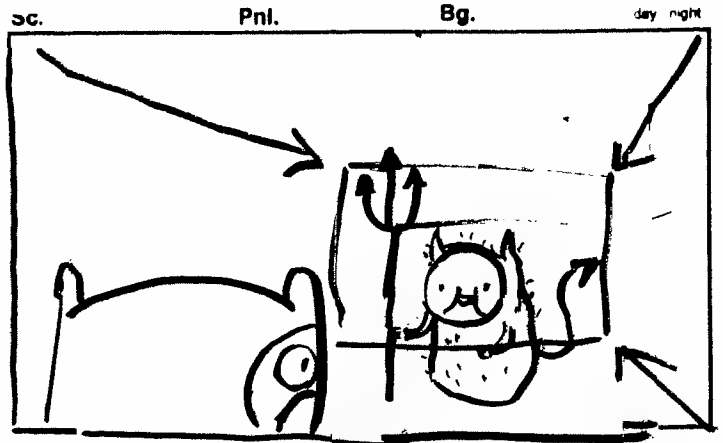
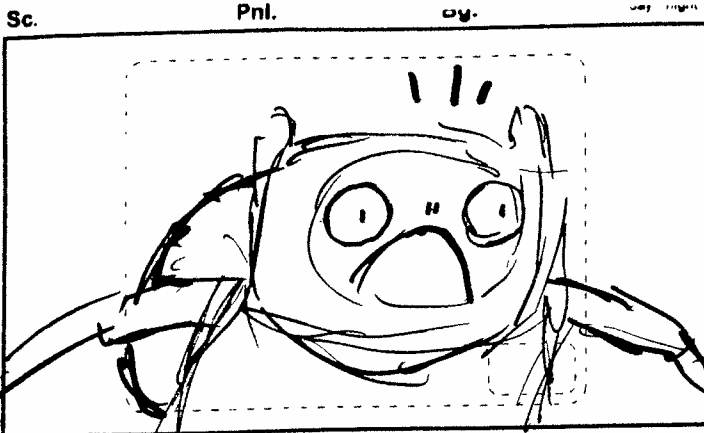


Dialog:

Breathin heavy

Action:

Timing:



Dialog:

Action:

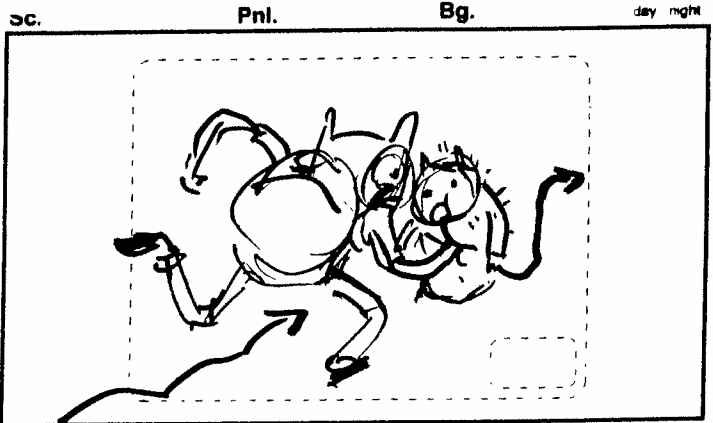
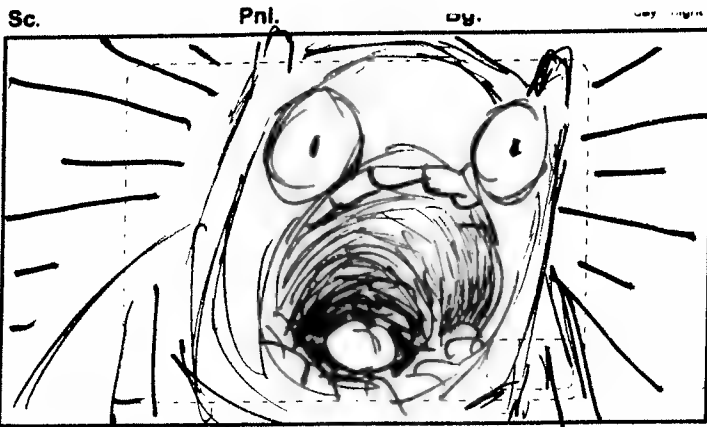
Timing:

little "congratulations ♪
cute good!
nice voice!"

Warrior!"

little
cute good!
nice voice"

You have passed the 2
♪ 15 trials of*"



Dialog:

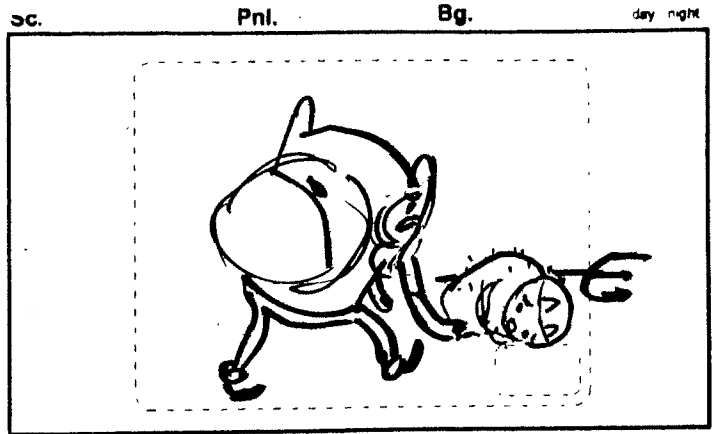
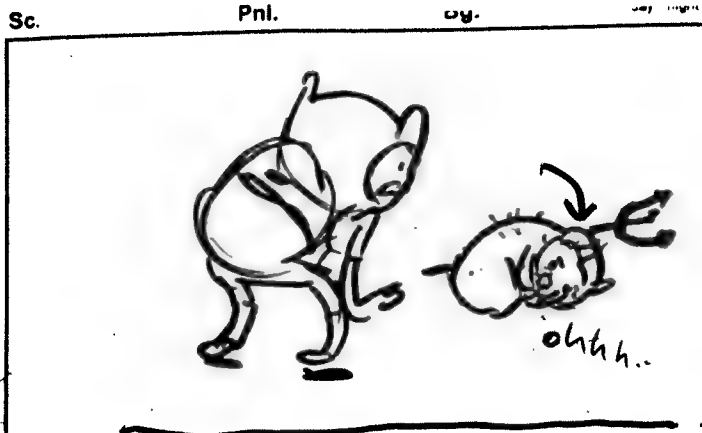
Action:

Timing:

NEVERRRR!!

little
man : OOOFF!!

Fin punches the little
old man in the gut.



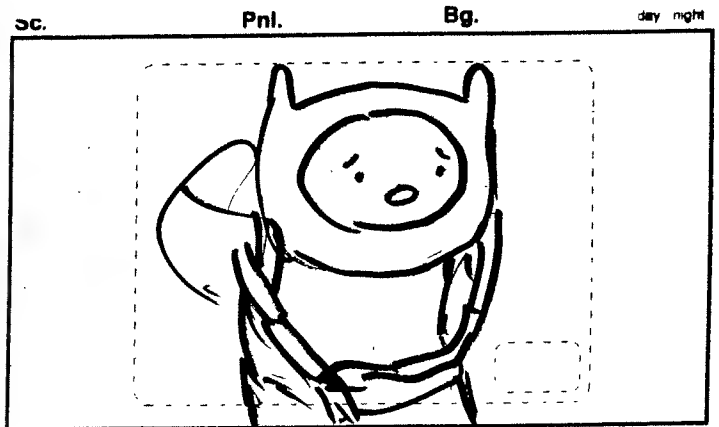
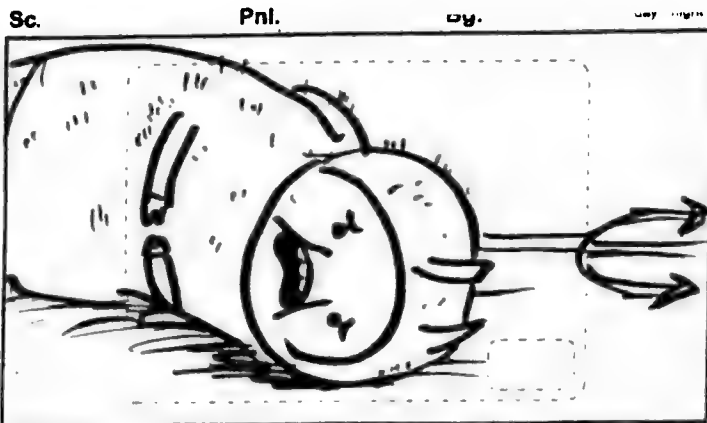
Dialog:

Fin: "oh.. oh no!"
"Mr. Keyper! I'm sorry!"

Why ~~are~~ you wearing
that little devil costume?

Action:

Timing:



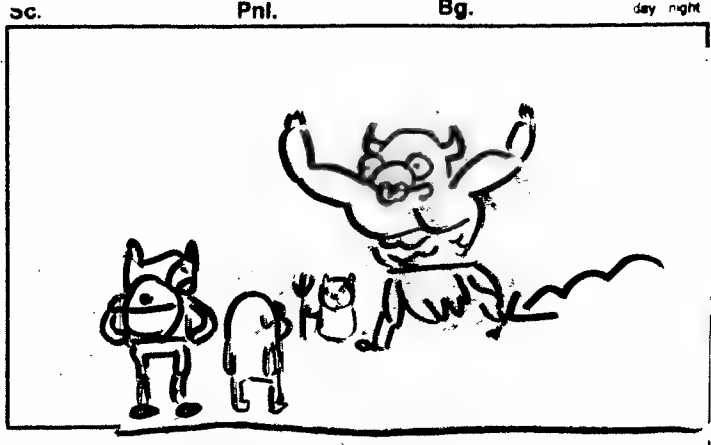
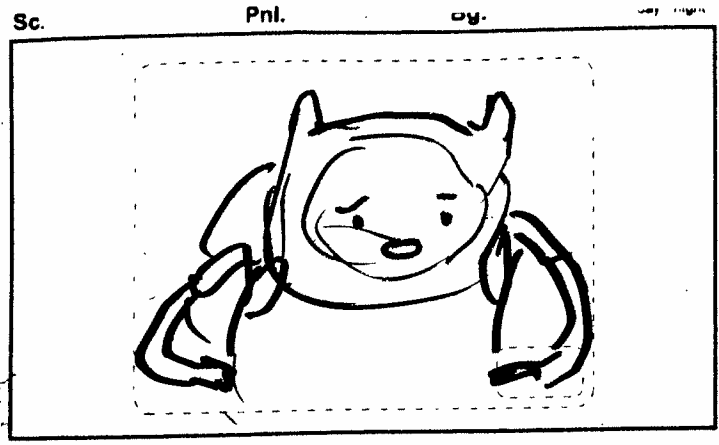
Dialog:

these are my pajamas..
I'm getting ready for bed...

oh.....

Action:

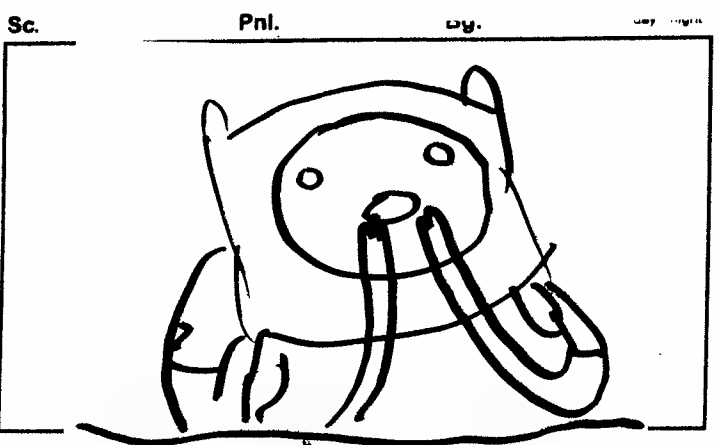
Timing:



Dialog: well then why do
you have a
Action: little pitchfork?
Timing:

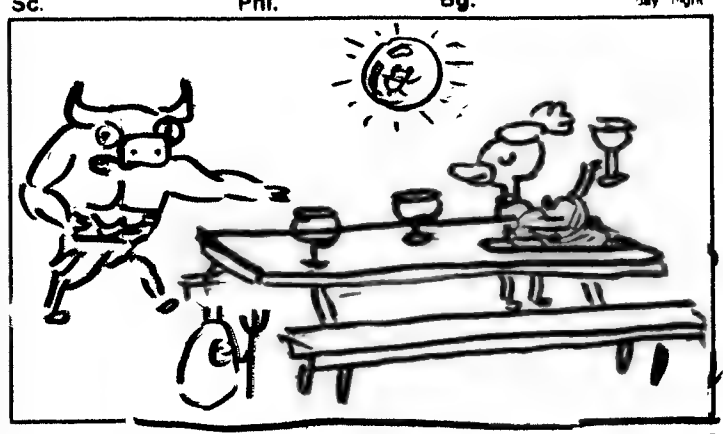
Finn! Jake! you
made it!

!!!



Dialog: wh! you're
Majigh man!
Action: the minotaur
from Princess
Timing: Bubblegum's Story!

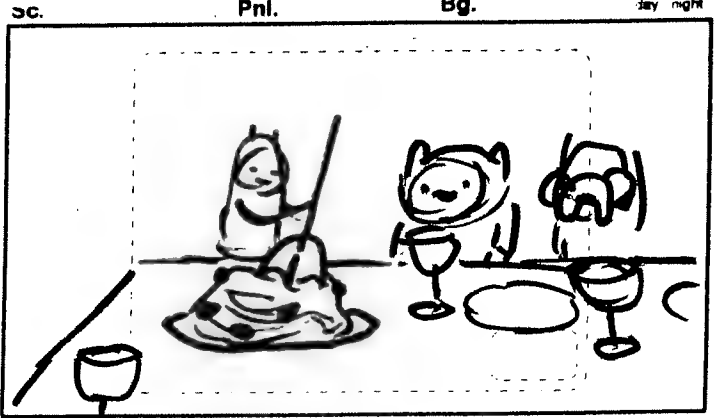
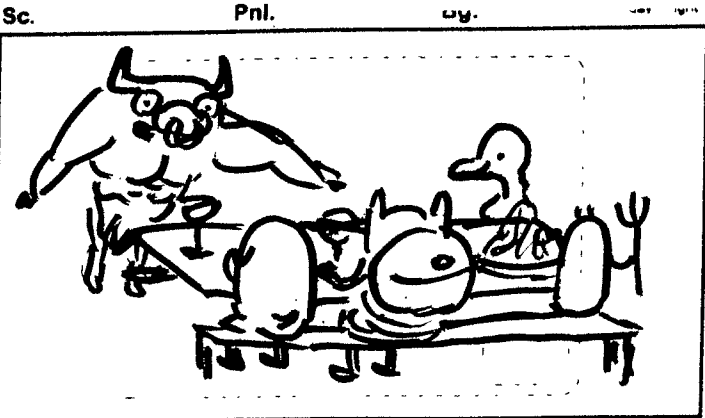
hey! yesh!
come on over
to the table!
we've been
watching you guys



Dialog: on our magical viewing globe. hey! sit down
you guys! have
some juice!

Action:

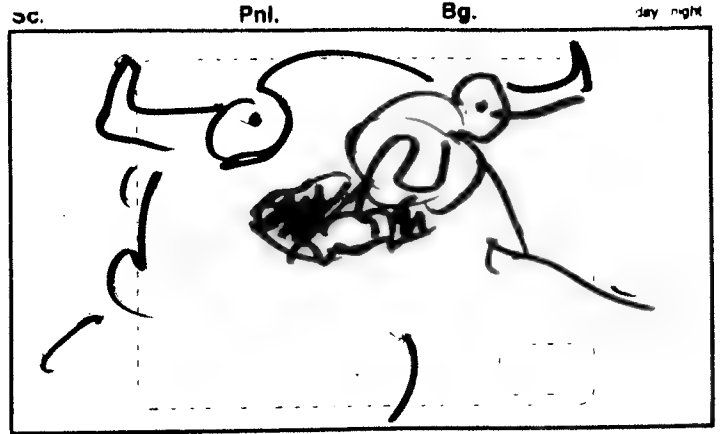
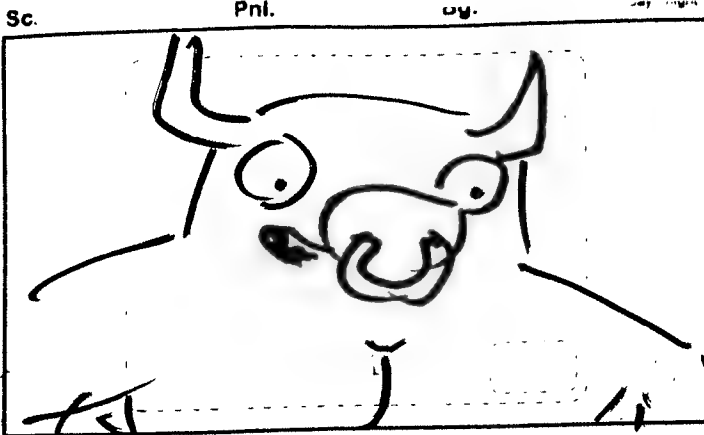
Timing:



Dialog: there's grape and
apple and the gate keeper
made spaghetti
F: wow! thanks!
J: Thank you.

Action:

Timing:



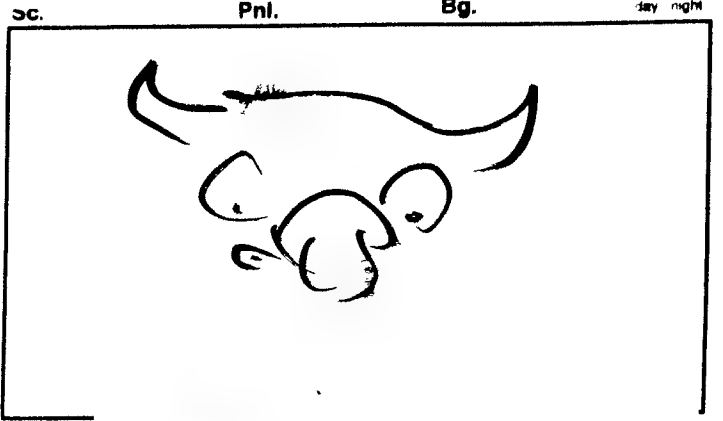
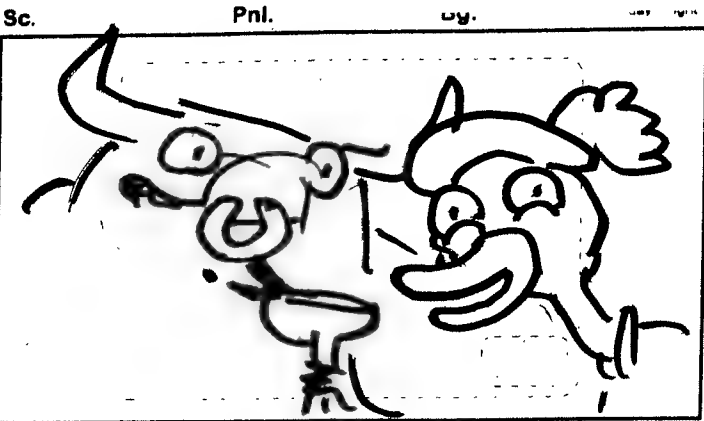
Dialog:

Action:

Timing:

No problem _____
 No problem... _____
 You guys are _____
 great!

when you _____
 took that _____
 giant agri's _____
 dollar! _____
 Haha! oh man! _____
 Goose Juice nearly _____
 fainted!



Dialog:

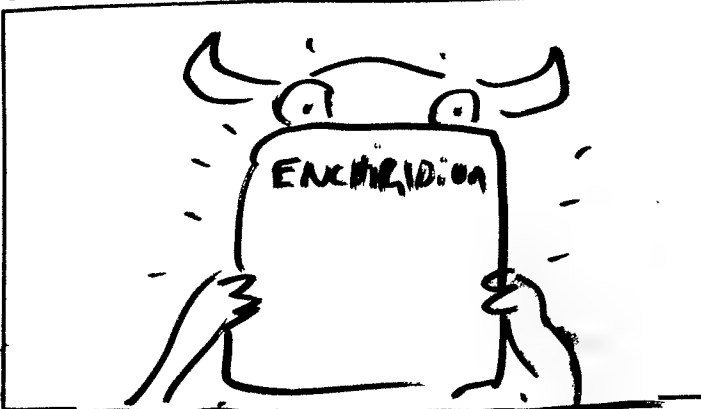
Action:

Timing:

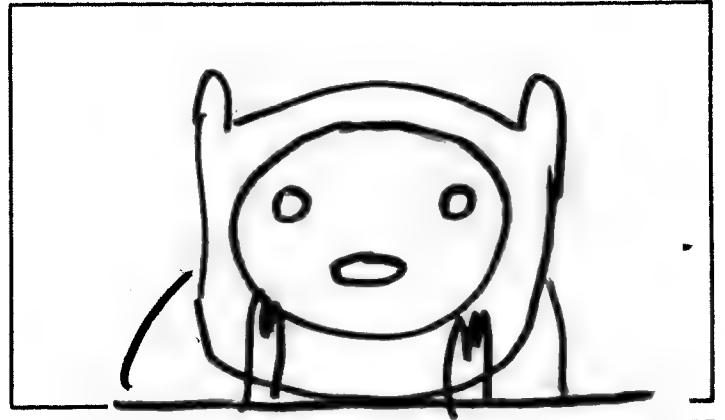
it's true!
 hahaha hahs!

~~hey~~ hey... I have
 something special
 for you guys.

Sc. Pnl. Pg. day night



Sc. Pnl. Bg. day night



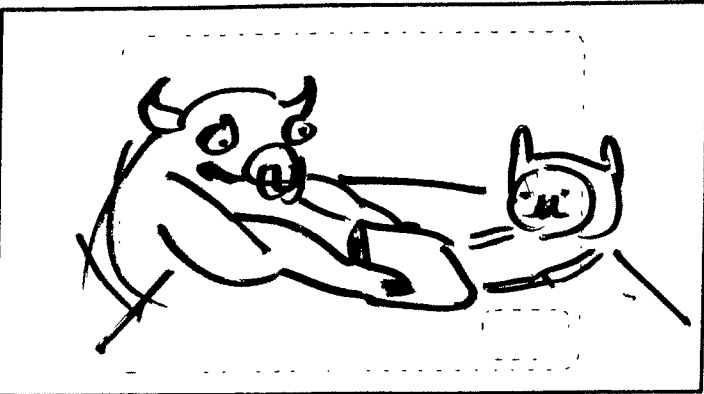
Dialog:

Action:

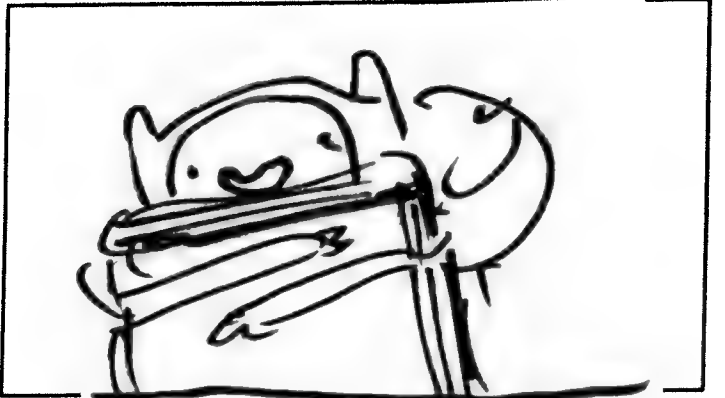
Timing:

The Enchiridion!

Sc. Pnl. Pg. day night



Sc. Pnl. Bg. day night



Dialog:

Action:

Timing:

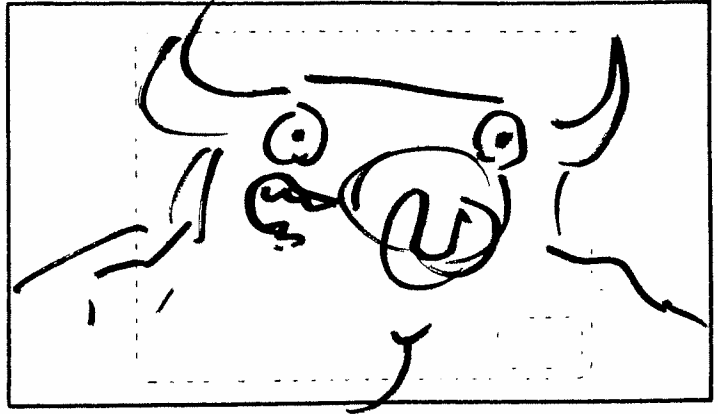
You deserve
it Finn.

Aww!
Princess Bubblegum's
goin to be so proud.

Sc. Pnl. Cg. day night



Sc. Pnl. Bg. day night



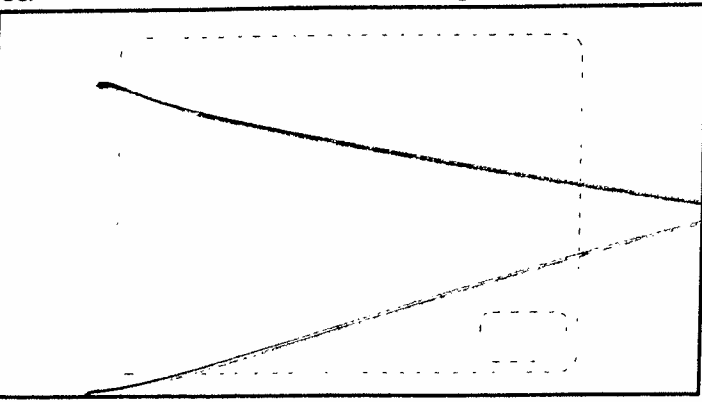
Dialog: *Woh, ~~are~~ you trying to impress a princess?*

Action:

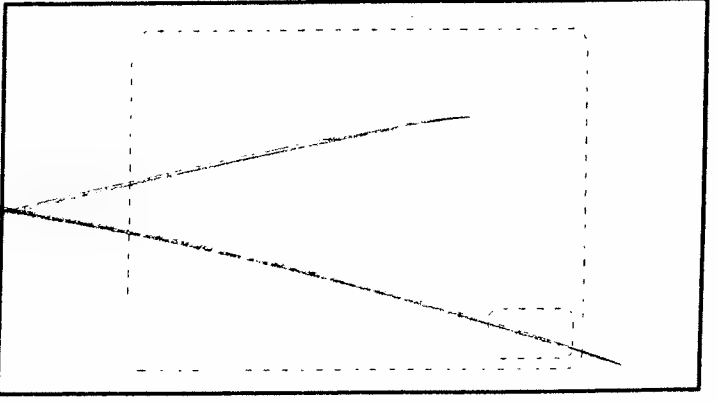
Timing:

TURN to chapter 5!

Sc. Pnl. Cg. day night



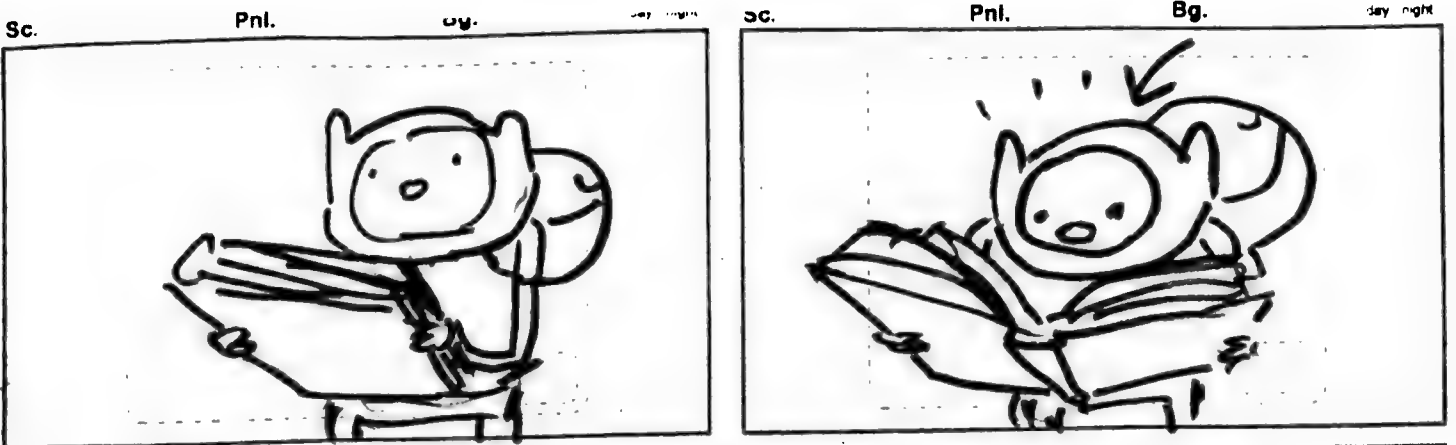
Sc. Pnl. Bg. day night



Dialog:

Action:

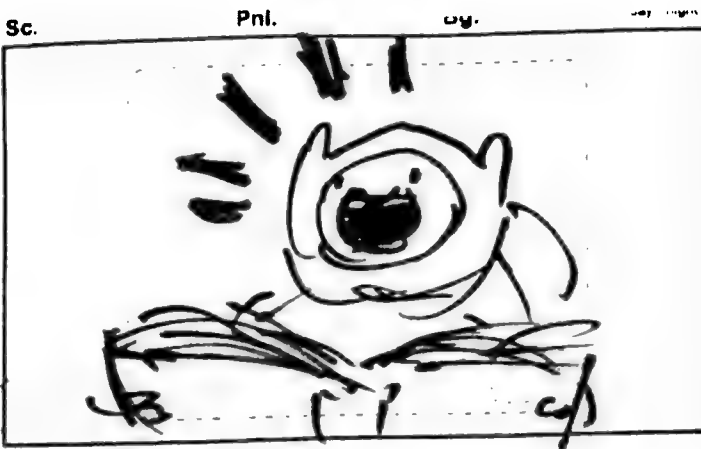
Timing:



Dialog:	<p>woohh!</p>
Action:	
Timing:	



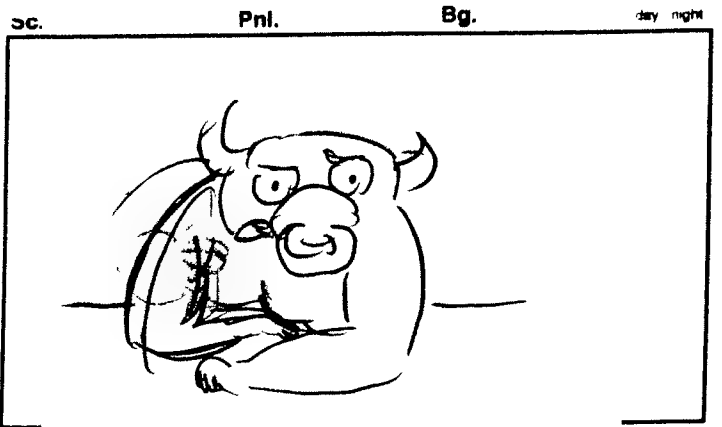
Dialog:	<p>super-fluous!</p>
Action:	
Timing:	



Dialog: F: "Thanky Manish Man!!" ^{MM} "hey, like I said. You g-ys earned it."

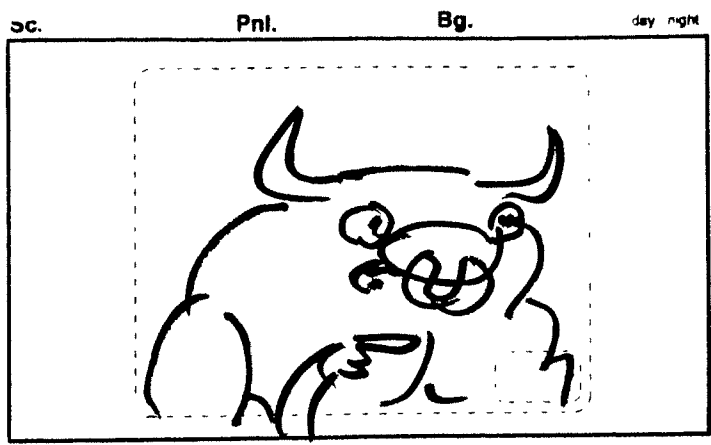
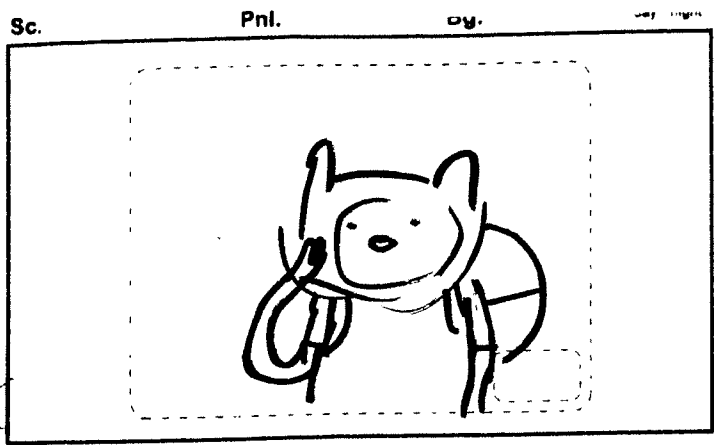
Action:

Timing:



MM: I've been here
for ~~so~~ ... ~~about~~
~~a long time~~ ... and
you're the first
hero to come
along, valiant

MM: enough to make
it ~~through~~
to the top.



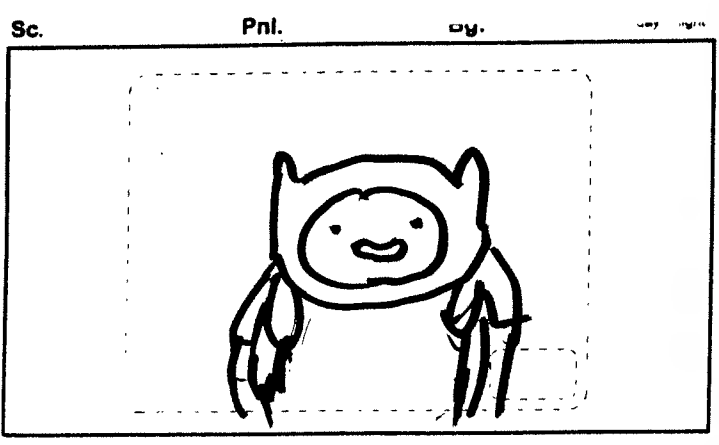
Dialog:

F: No way.

MM: way.

Action:

Timing:

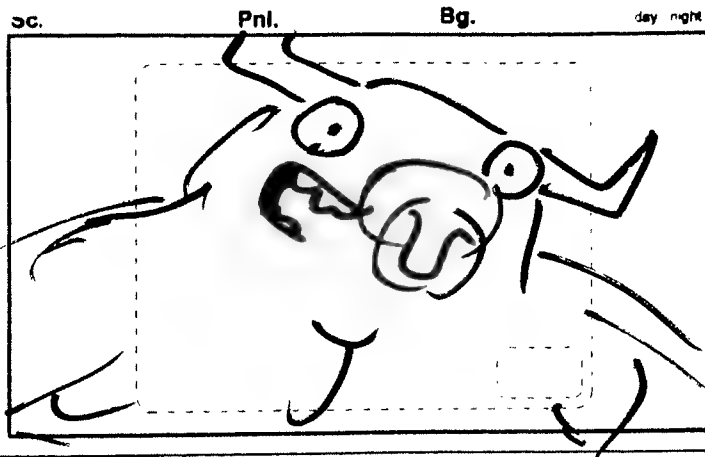
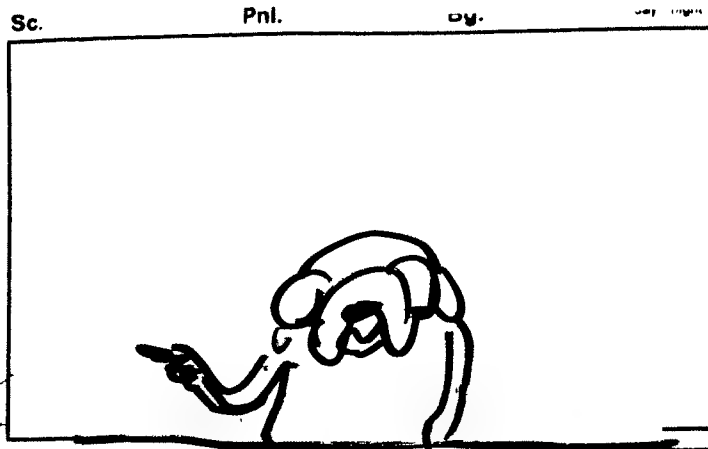


Dialog:

MM: So be proud
of yourself.
you too Jake.

Action

Timing:



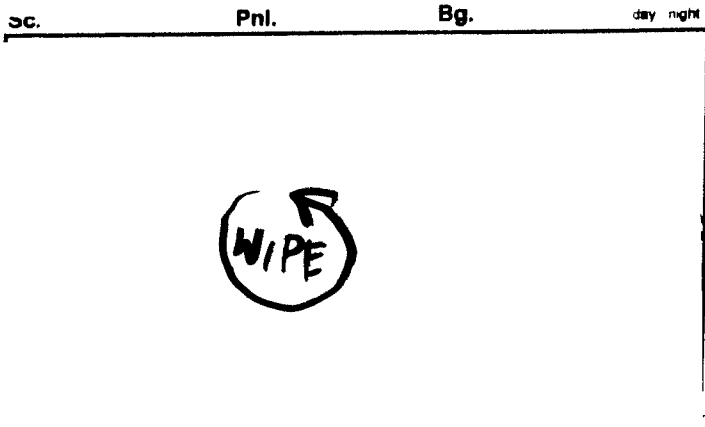
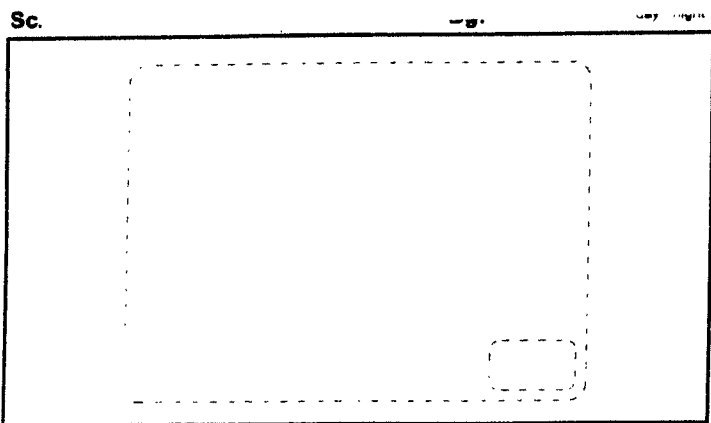
Dialog:

Action:

Timing:

let's race back
to the Candy Kingdom
and see if the
party is still
goin on!

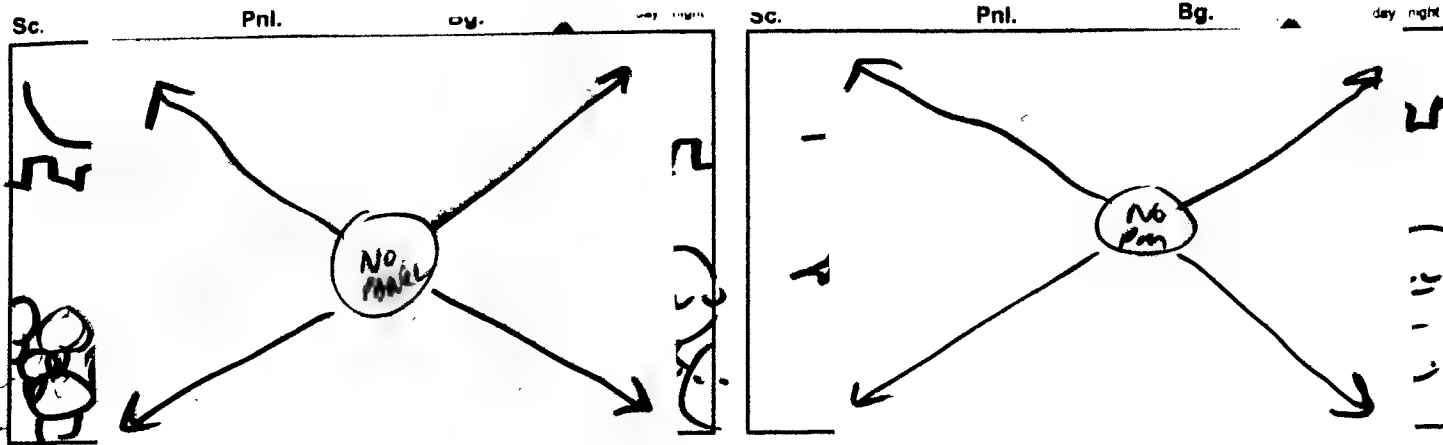
mm: Candy?!?
Party?!?



Dialog:

Action:

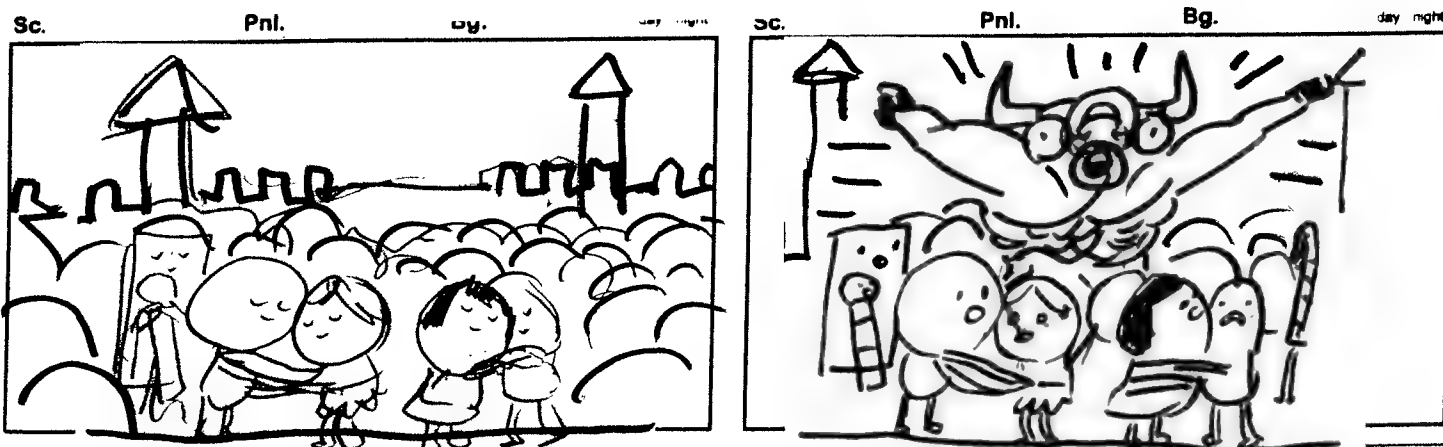
Timing:



Dialog:

Action:

Timing:



Dialog:

(slow dance music)

Action:

"wooooo!!!"

Timing:

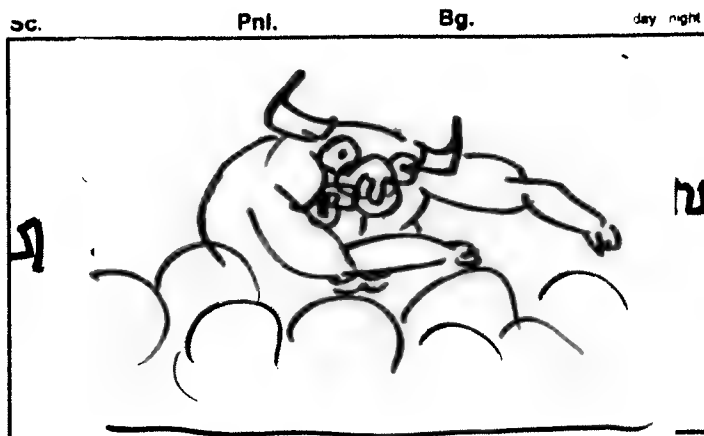


* Best BOXing *

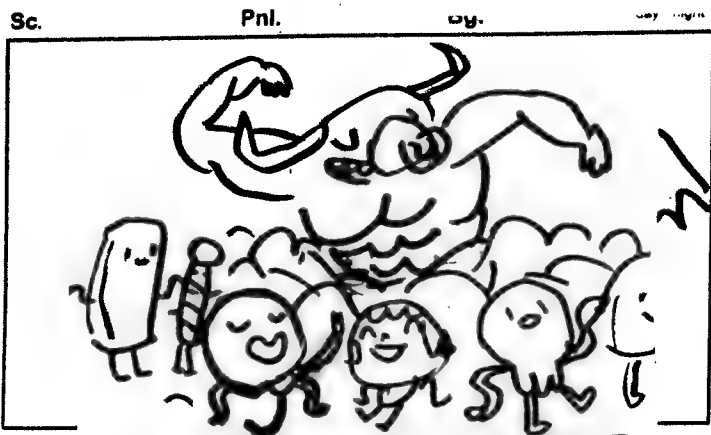
Dialog:

Action:

Timing:



* Best boxing *

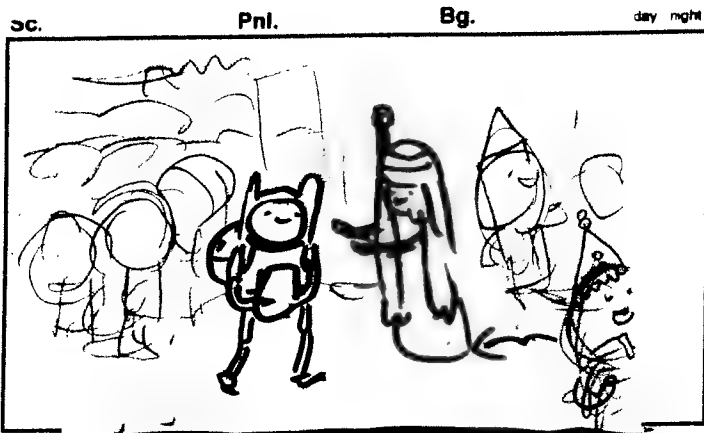


music changes to
real dancin music.

Dialog:

Action:

Timing:



Fin! I'm so glad
you're back!

Sc. Pnl. ey. day night



Sc. Pnl. Bg. day night



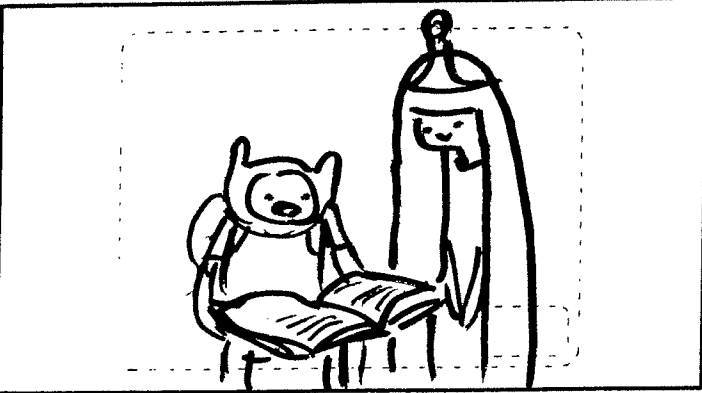
Dialog:
I knew you could do it.
(Princess Bubblegum gives
Finn a hug)

Fin: *Aheem*

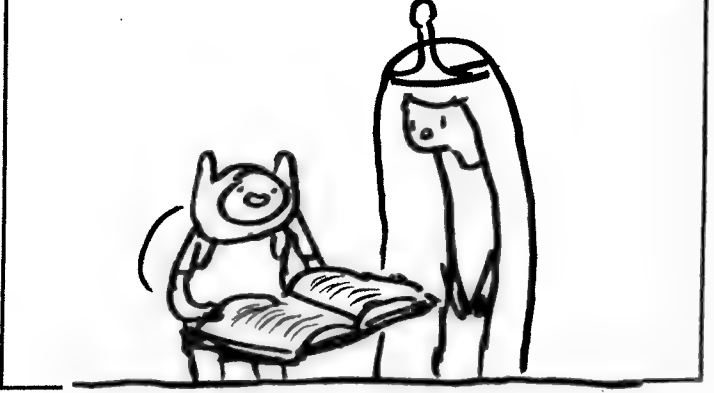
Action:

Timing:

Sc. Pnl. ey. day night



Sc. Pnl. Bg. day night

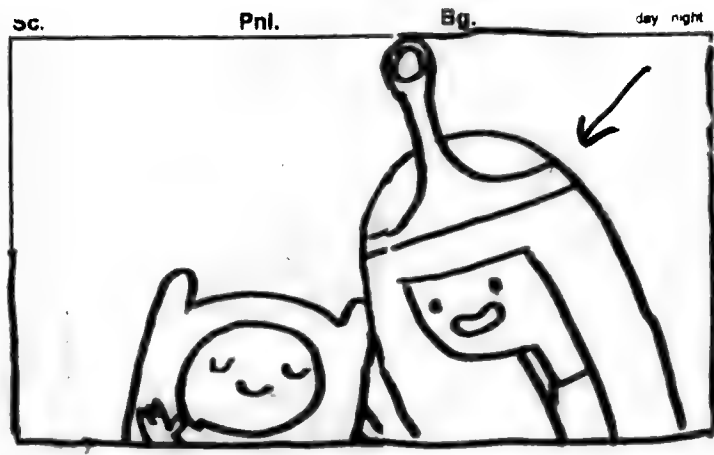
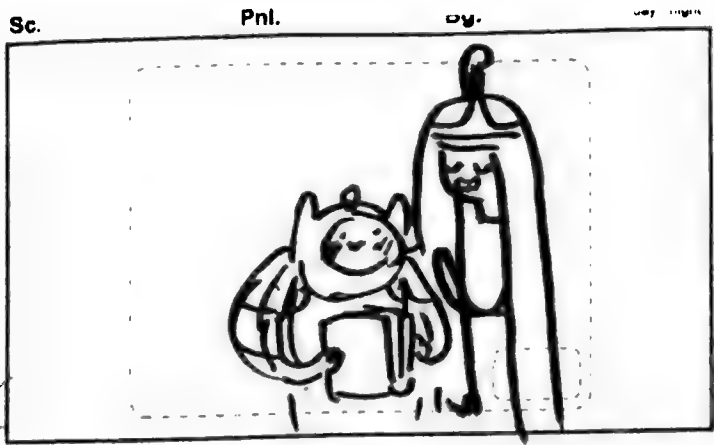


Dialog:
Dear Princess...

.. I really like
Your face and hair.
they look.. pretty good.

Action:

Timing:

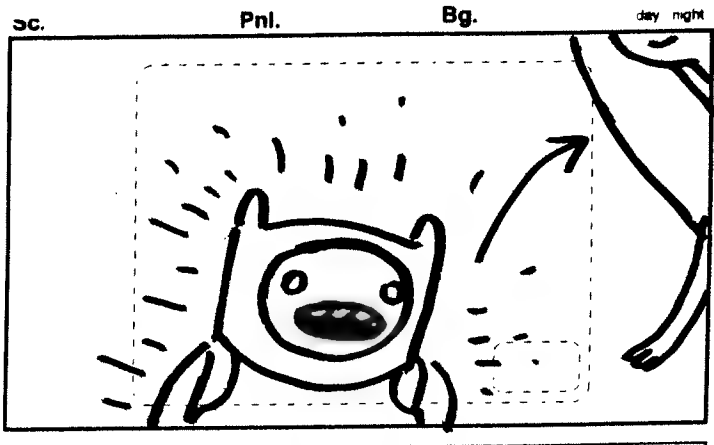
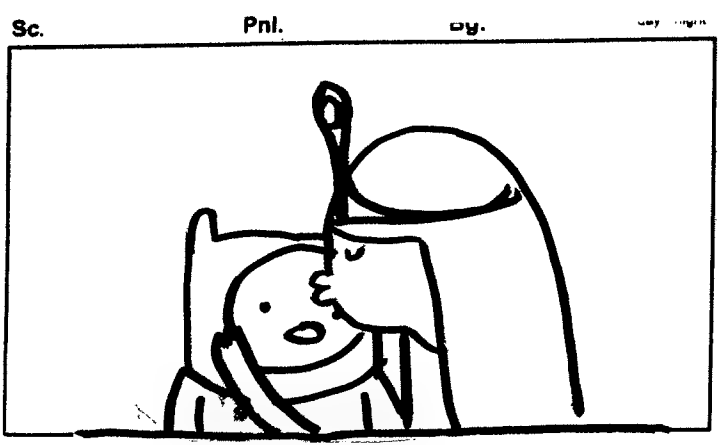


Dialog: what a sweet thing
to say!

Action:

Timing:

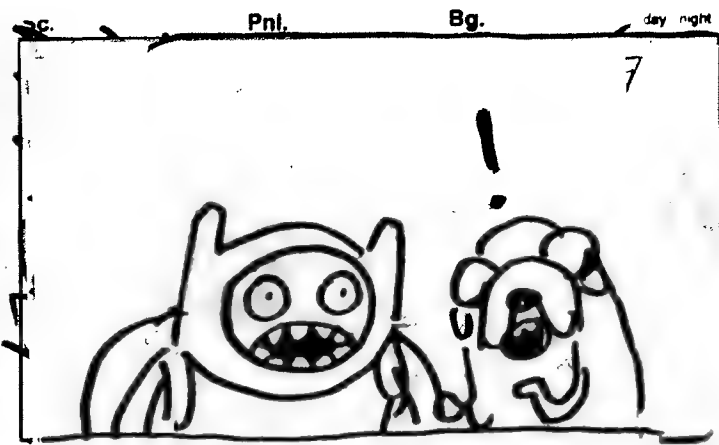
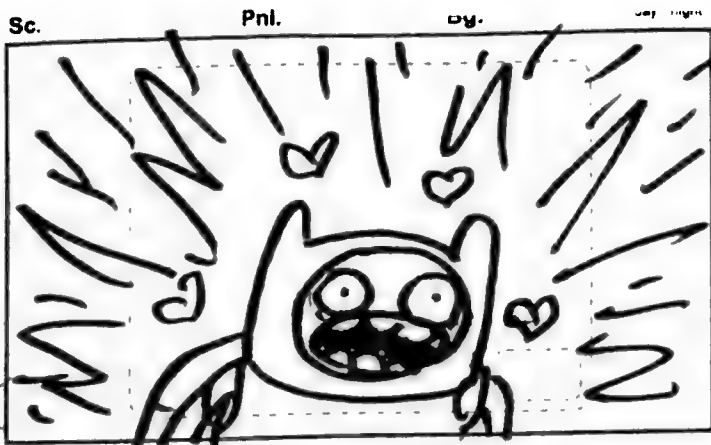
Thank you Fin.



Dialog:

Action: * Kiiss* (Starts freaking out)

Timing:

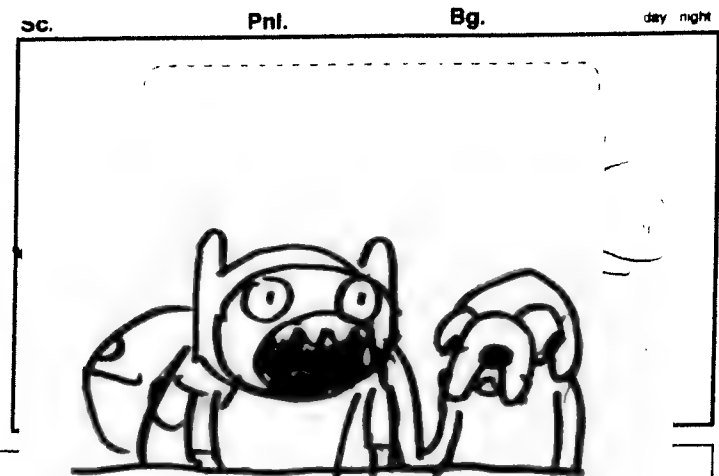
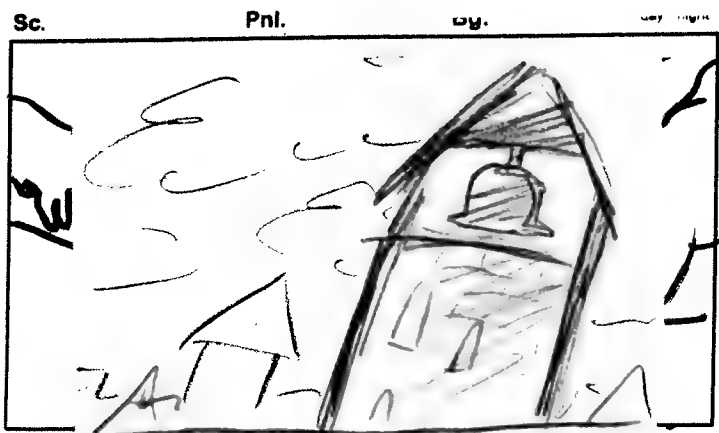


Dialog:

Action:

Timing:

Fin we gotta hurry ?!
 there's a ghost in the
 bellfry.



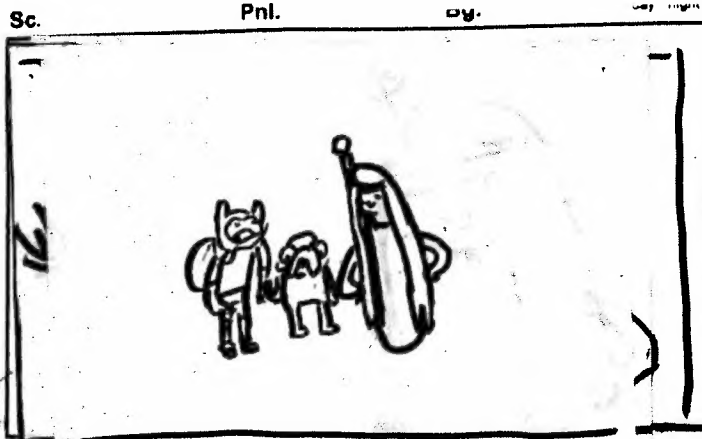
Dialog:

Action:

Timing:

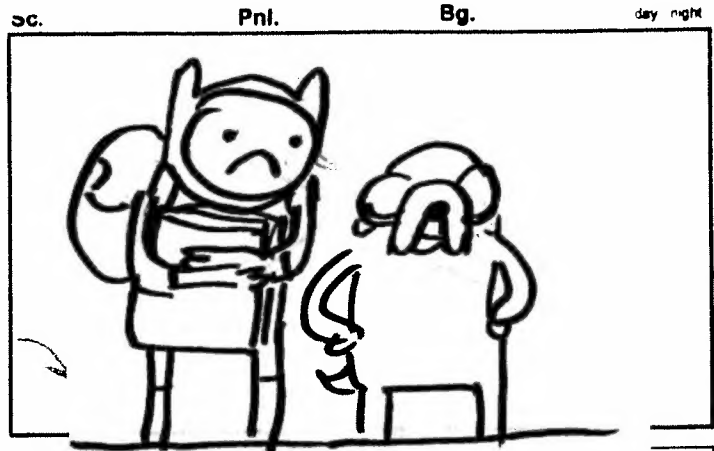
Wooooo!
 DONG!

are you okay man?
 we gotta hurry!

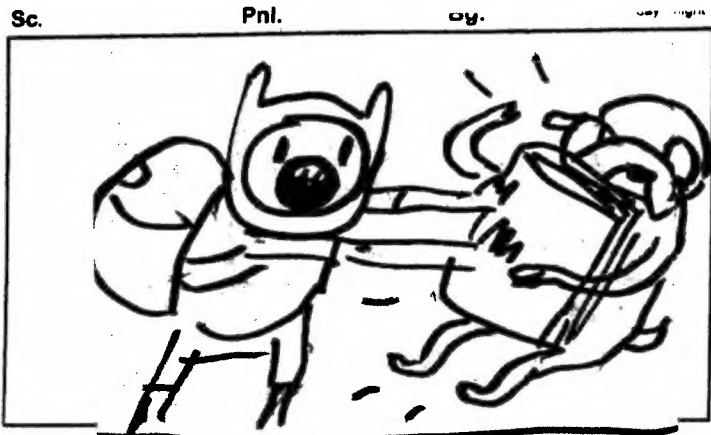


maybe if I kissed
him again it would
break the spell.

Timing:



kissed?! You guys
kissed!!

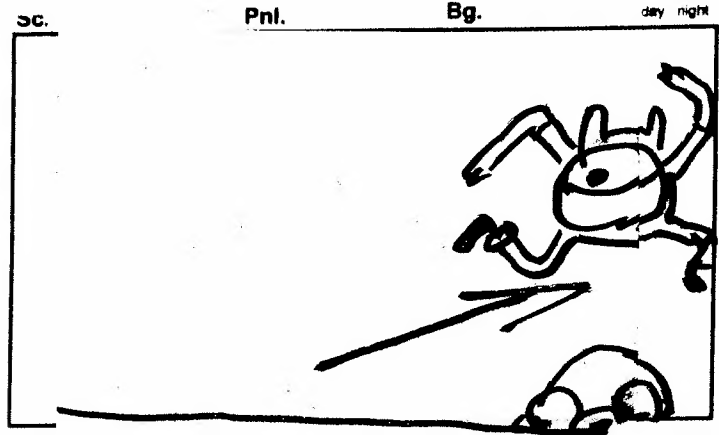


Dialog:

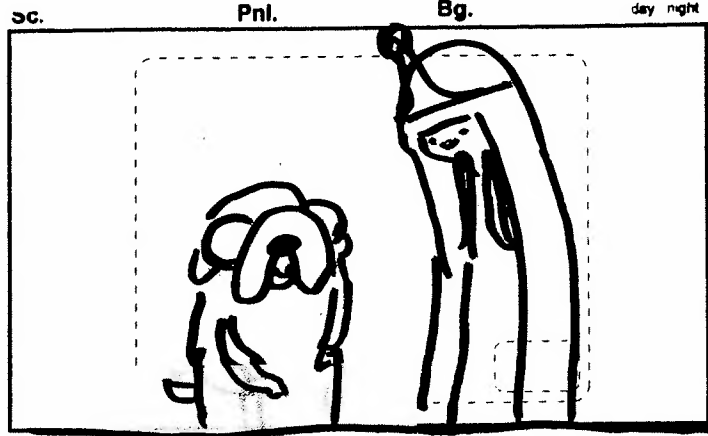
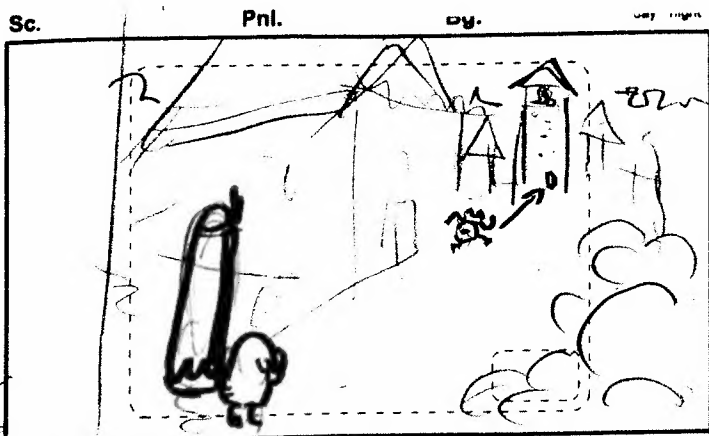
NO MAN!

Action:

Timing:



She kissed
me!!!



Dialog:

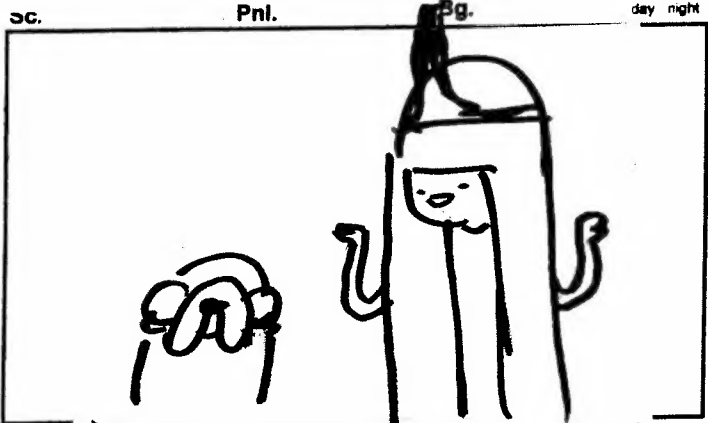
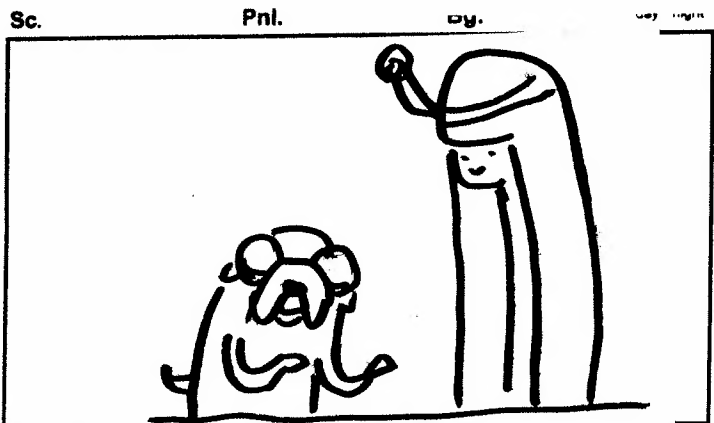
F: You're gonna
die ghost!!
Ghost "woooo oo"

Action:

Timing:

J: huh huh
huh!

PB: hee hee
hee!



Dialog:

J: What time is
it Princess?

Action:

Timing:

PB: "tea time?"

Sc. Pnl. Pg. day night



Dialog:

IT'S ADVENTURE
TIME!!!

Action:

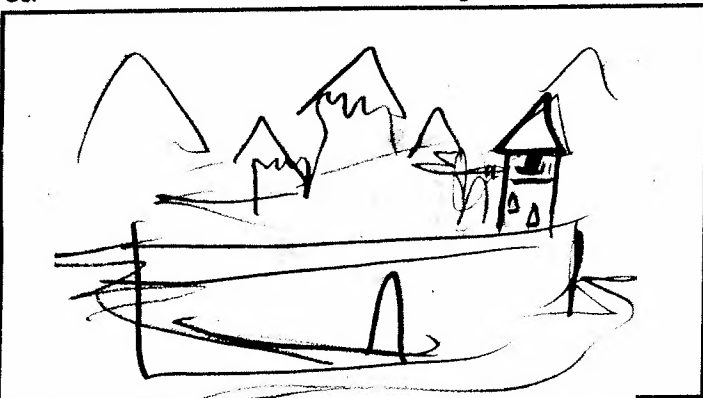
Timing:

Sc. Pnl. Bg. day night



Ghost: uoo ooo!
Dong

Sc. Pnl. Pg. day night



Dialog:

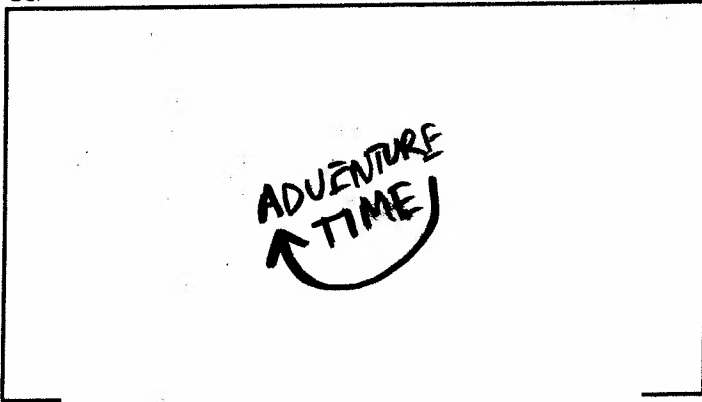
(everyone laughs)

Action:

DON 6!

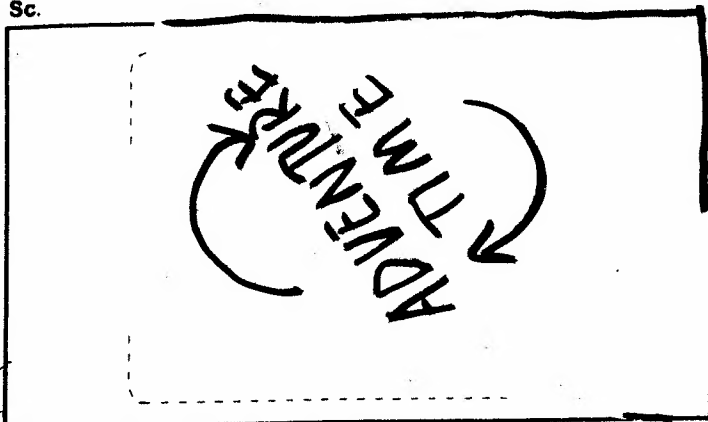
Timing:

Sc. Pnl. Bg. day night



ADVENTURE
TIME

Sc.

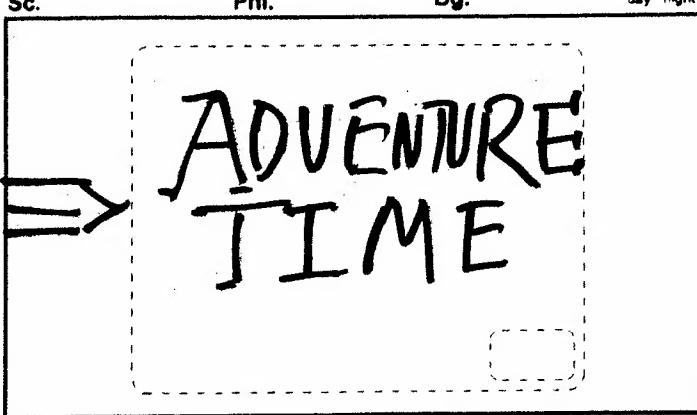


Sc.

Pnl.

Bg.

day night



Dialog:

Action:

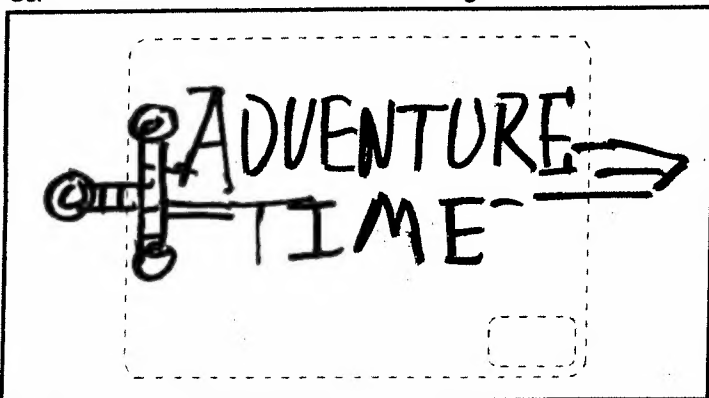
Timing:

Sc.

Pnl.

Bg.

day night



Sc.

Pnl.

Bg.

day night



Dialog:

shing!!

Action:

Timing: